How to Play

Welcome to Hong Kong

Welcome to Hong Kong

Sleeping Dogs follows Wei Shen, a new undercover officer for the Hong Kong Police Department, as he attempts to bring down one of the most powerful Triads, the Sun On Yee. In order to gain the trust of the Triad, Wei will be forced to get his hands dirty, while still serving as an officer of the law.

The content of Sleeping Dogs is divided into many different categories. Every activity available serves to flesh out the dark underbelly Hong Kong, and the men and women who try to enforce the law. More importantly, it all serves to help the player build upon Wei Shen's abilities and allow him to fight harder and survive longer in the course of his mission.

Missions

A total of thirty missions make up the primary story-related content of the game. These missions focus entirely on Wei Shen's infiltration of the Sun On Yee, as well as the friends and acquaintances he makes and is ultimately out to betray. The walkthrough focuses on these missions and how to accomplish them, as well as any special items you can pick up during the course of these missions to make life easier for you. Over the course of the main missions, other side missions open up across other categories and will be pointed out in the walkthrough.

Cases

After establishing himself within the Triad, Wei Shen will be able to start taking up side assignments with the HKPD, helping the undercover officer find some inner peace throughout the story. There are four cases to resolve that open up throughout the game, oftentimes connected directly or indirectly to the Main Story missions and characters you've met along the way.

Jobs

There are thirty jobs that open up after different story events. These range from Car Delivery to Debt Collection.

Favors

As you travel through Hong Kong, Wei Shen will be flagged down by members of the Triad or average citizens who will ask for help. You will also be able to use your smartphone to set up dates with some ladies he's met along the way. There are thirty-five favors to do for these side characters.

Events

Twenty-eight dynamic events are found throughout Hong Kong, including armored truck heists and footraces against muggers.

Races

As you progress deeper into the main story, seventeen street races involving cars and motorcycles, divided into three racing classes, become available. One of the four cases requires you to be a relatively experienced driver in these races. More importantly, you're able to make a decent chunk of money by winning these races.

Hidden Items

Strewn throughout Hong Kong are a variety of special items: Lock Boxes filled with cash, Health Shrines to increase Wei Shen's life pool, Jade Statues once owned by a master martial artist, and Spy Cameras to hack. In addition, there are several secret vendors who sell you special items for your safehouses. Our maps will show you where every single one of these items is located in the city, along with screenshots displaying their exact locations.

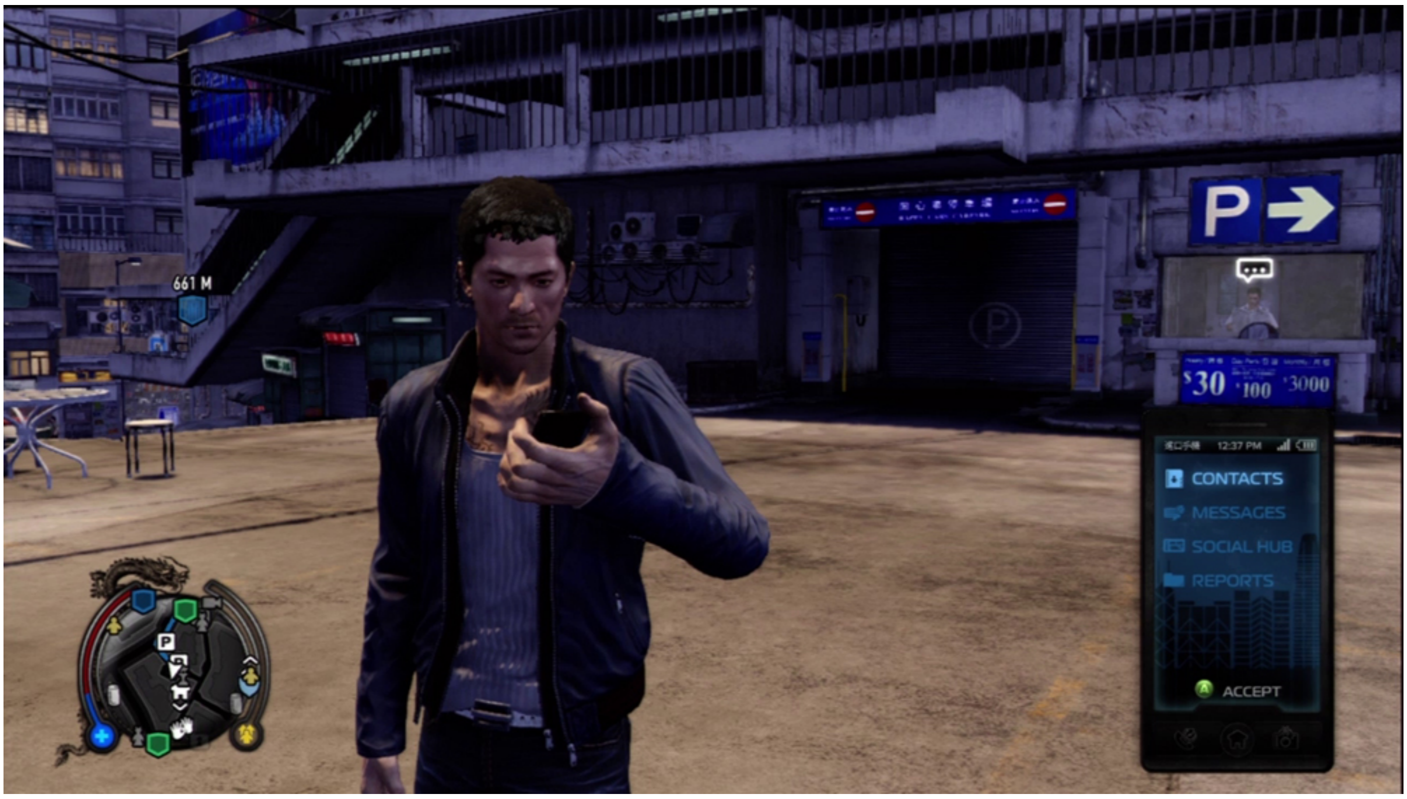
Minigames

While not necessarily a group of missions by themselves, there are a variety of minigames to play throughout Sleeping Dogs. Hacking, Safecracking, and Lock Picking minigames are often part of the story, but there are other diversions, such as Karaoke, Poker Mahjong, and Cockfighting.

How to Play

The Game World

The Game World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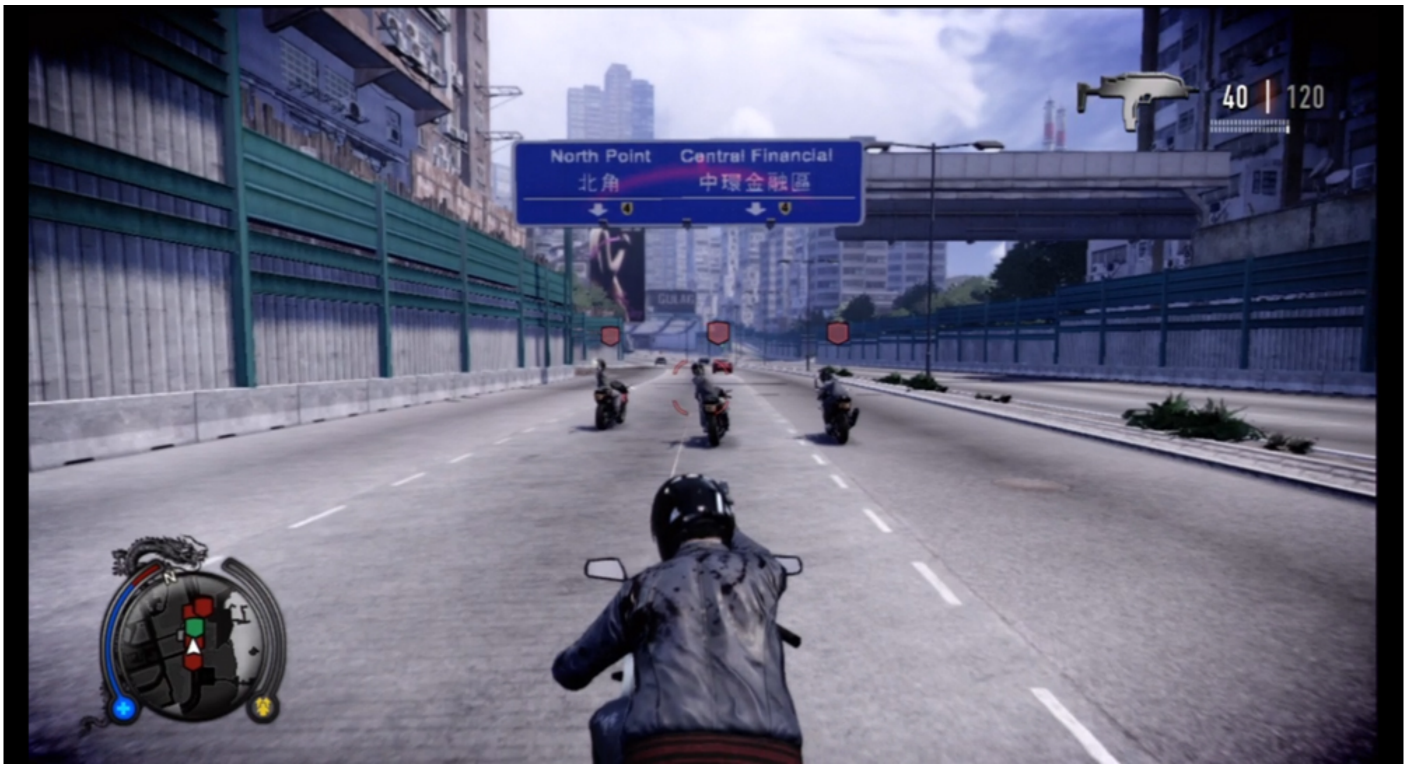
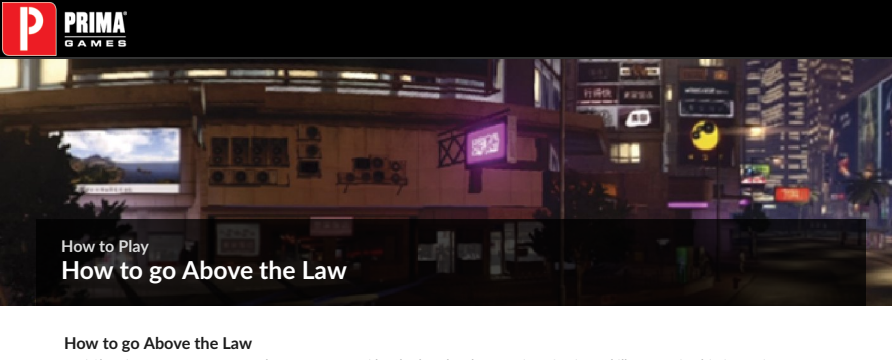

40 | 120
North Point
北角
Central Financial
中環金融區

While playing the game, your screen will be filled with different types of information at any given time. Most of your heads-up display (HUD) is conveniently stowed off to the corners and sides of the screen, while other HUD elements move depending on your current situation or mission.



How to Play

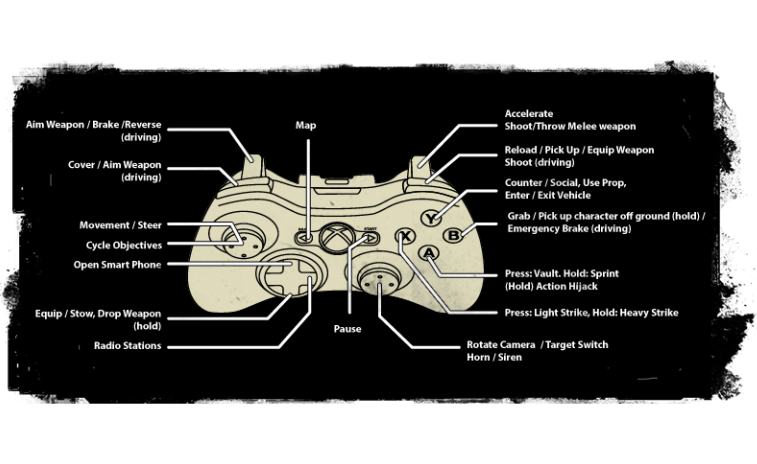
How to go Above the Law

How to go Above the Law

Wei Shen is not your average undercover cop. Wei has had to develop a series of unique skills to survive his forays into criminal organizations in the United States, and those skills have served him well. In Hong Kong, his abilities will be pressed to their limits. If he is to survive, Wei Shen will need to do more than simply talk the talk. His armed and unarmed martial skills will be strained, and his marksmanship will be tested. He'll need to be a better driver than anyone else on the road. In order to successfully bring down the Sun On Yee, he will ultimately have to be a better Triad member than he is a cop, and he will need to face the consequences for it.

Sleeping Dogs provides a blend of detailed melee combat mixed with third-person shootouts, street racing, and even parkour during some of the elaborate chases throughout the streets and alleys of Hong Kong. You'll need to be effective across all of these disciplines if you hope to succeed.

In addition to control maps for the console versions of Sleeping Dogs, important controls or moves with special properties will be covered in greater detail.

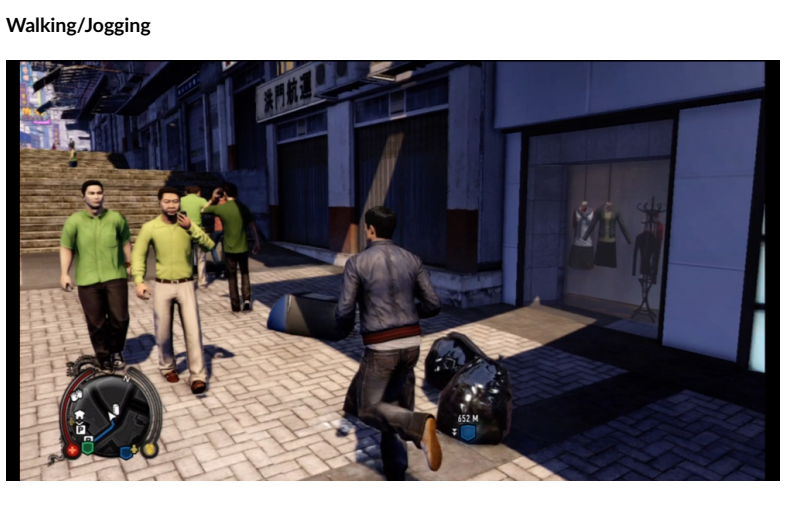

Aim Weapon / Brake /Reverse (driving)
Cover / Aim Weapon (driving)
Movement / Steer
Cycle Objectives
Open Smart Phone
Equip / Stow, Drop Weapon (hold)
Radio Stations
Map
Pause
Accelerate
Shoot/Throw Melee weapon
Reload / Pick Up / Equip Weapon
Shoot (driving)
Counter / Social, Use Prop, Enter / Exit Vehicle
Grab / Pick up character off ground (hold) / Emergency Brake (driving)
Press: Vault, Hold: Sprint (Hold) Action Hijack
Press: Light Strike, Hold: Heavy Strike
Rotate Camera / Target Switch
Horn / Siren

Camera Control

Taking in your surroundings is the most important thing you can do at any given moment. Being observant allows you to find hidden items or cameras to hack, as well as gives you clues to any special opportunities to take advantage of during a fight.

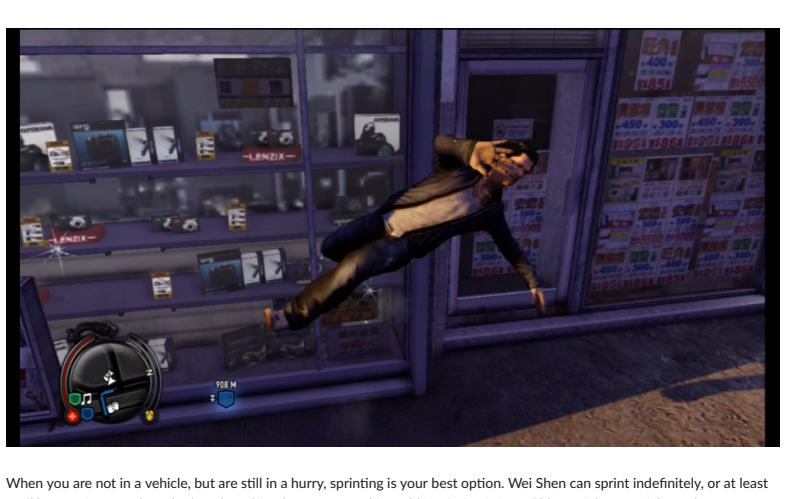
Movement: On Foot

Walking/Jogging



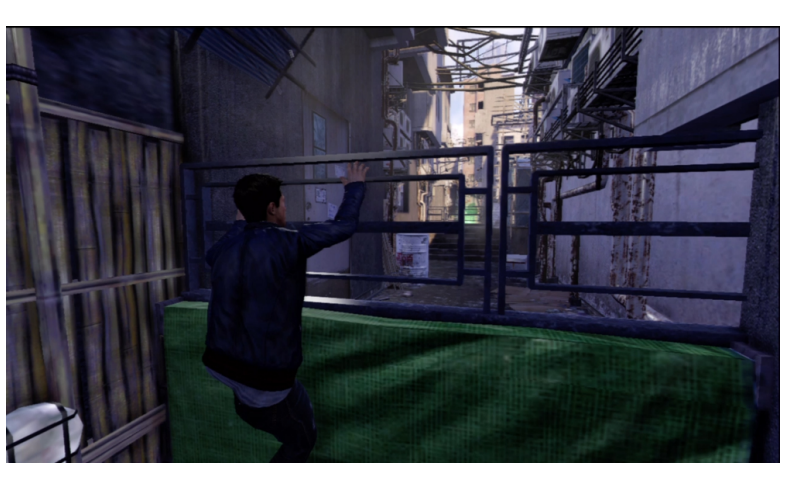
Your basic way of getting around. While it isn't the fastest, if you're weaving through a crowd during a mission, this can help you avoid accidentally harming pedestrians when you bump into them. Running or even walking head-on into a pedestrian makes Wei Shen shove them aside. This can cost you Cop points.

Sprinting



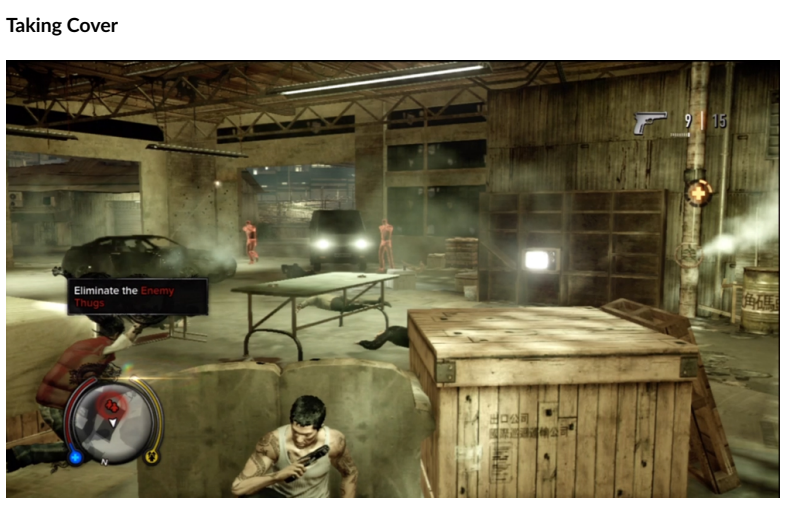
When you are not in a vehicle, but are still in a hurry, sprinting is your best option. Wei Shen can sprint indefinitely, or at least until he runs into an obstacle that slows him down or stops him cold. Sprinting is incredibly useful; powerful attacks are available from sprinting, as well additional maneuvers to help you navigate your environment. By sprinting at a wall during a fight, it's possible to jump off of the wall to kick nearby enemies, or slam victims you've grabbed into nearby obstacles or other environmental hazards. During chases on foot, sprinting allows you to quickly vault over obstacles or leap over gaps in the terrain.

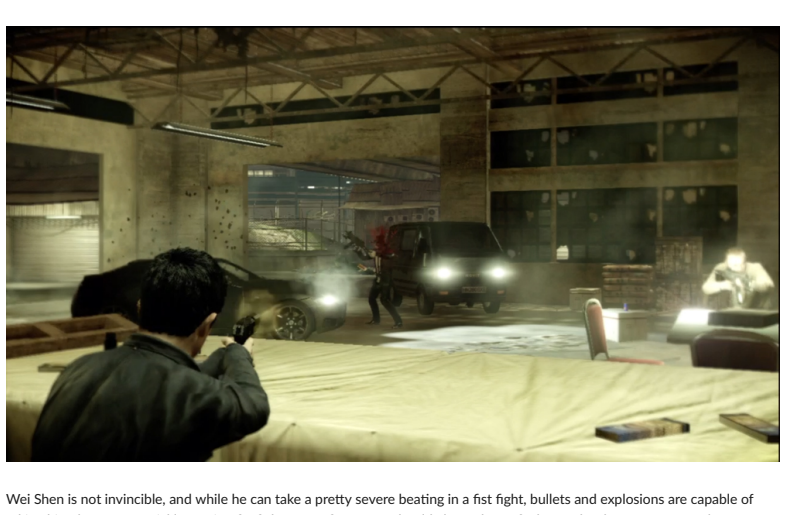
Vaulting/Jumping/Climbing



As you approach obstacles, you will sometimes see an action prompt at the bottom of the screen, telling you to hit the indicated button. This allows Wei Shen to scale vertical walls, Action Vault over waist-high objects, or leap across large gaps. It's important to be prepared to tap the Action button during the foot races in order to keep up with your targets. During fights against armed opponents, vaulting over the cover they may be using in the direction of an enemy will cause Wei Shen to tackle them to the ground in an attempt to disarm them. Vaulting over cover while armed with a gun, or leaping over large gaps, also provides a bullet time effect, allowing you to take in your surroundings, plan your next move accordingly, or easily target any nearby enemies.

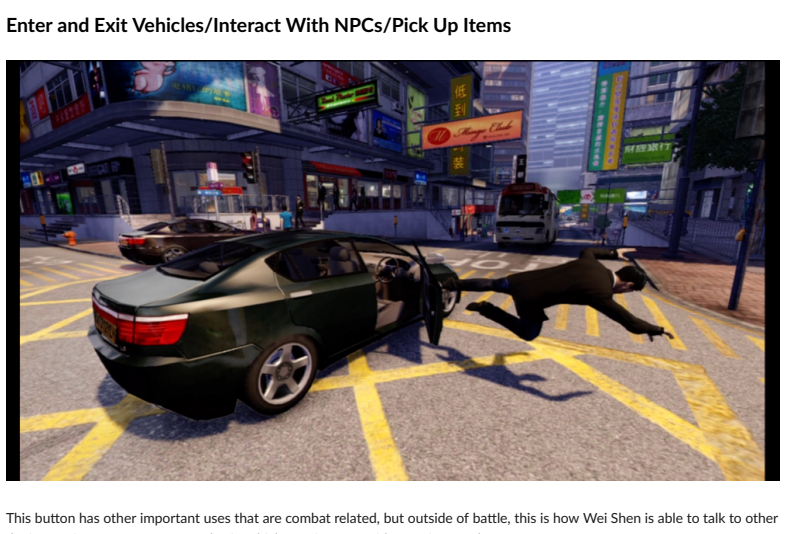
Taking Cover



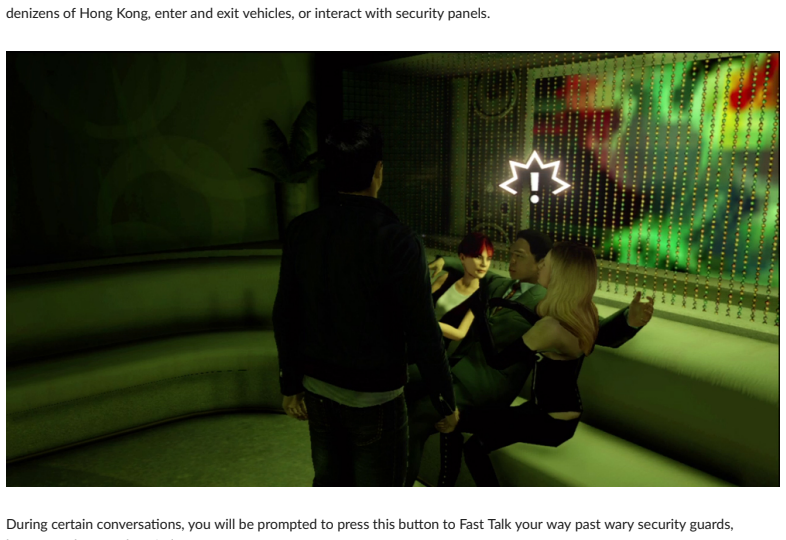


Wei Shen is not invincible, and while he can take a pretty severe beating in a fist fight, bullets and explosions are capable of taking him down very quickly. During firefights, your first move should always be to find some hard cover. You can shoot your enemies from cover, or vault over the piece of cover to attempt to tackle and disarm an enemy. Most importantly, you're relatively safe. Not all cover lasts forever, though. Cars can explode, and pieces of masonry can be broken. You need to be prepared to move if your little safe spot becomes compromised.

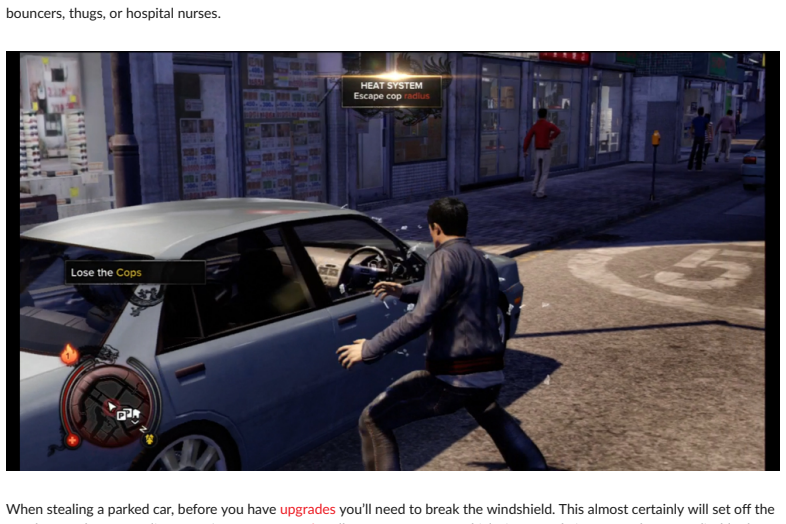
Enter and Exit Vehicles/Interact With NPCs/Pick Up Items



This button has other important uses that are combat related, but outside of battle, this is how Wei Shen is able to talk to other denizens of Hong Kong, enter and exit vehicles, or interact with security panels.



During certain conversations, you will be prompted to press this button to Fast Talk your way past wary security guards, bouncers, thugs, or hospital nurses.



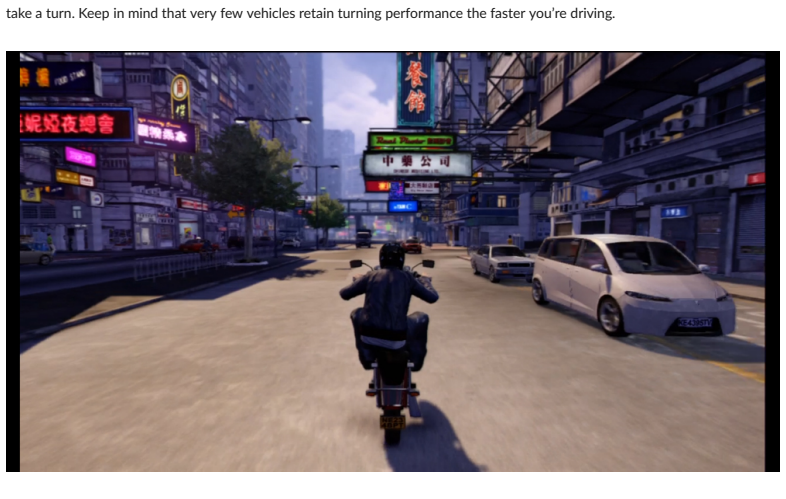
When stealing a parked car, before you have upgrades you'll need to break the windshield. This almost certainly will set off the car alarm and attract police attention. Later upgrades allow you to enter a vehicle faster and give you a chance to disable the alarm system with this button.

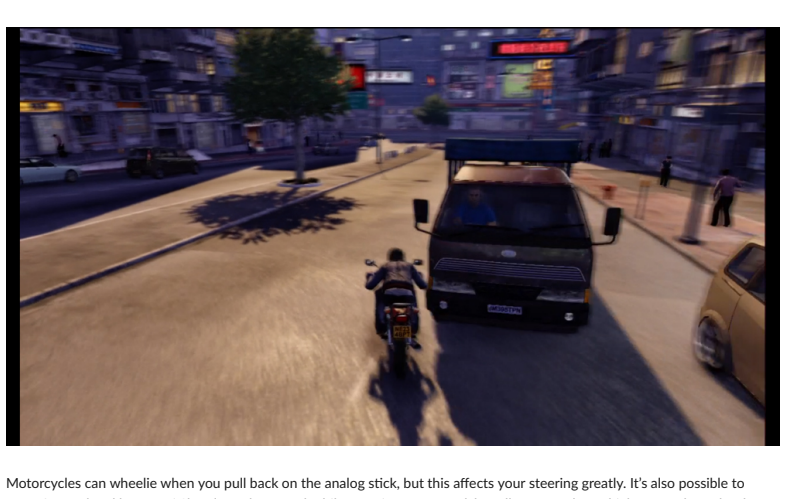
Be very careful about exiting a vehicle while it's moving. Wei Shen automatically tries to protect himself from serious damage, but at high speeds this isn't going to cut it. You also have no control of where you go after ditching a moving vehicle, which means there's a good chance that you will roll directly into oncoming traffic.

Movement: Driving Vehicles

Steering

Both cars and motorcycles are steered more or less the same way. The make of the vehicle determines just how sharp it can take a turn. Keep in mind that very few vehicles retain turning performance the faster you're driving.





Motorcycles can wheelie when you pull back on the analog stick, but this affects your steering greatly. It's also possible to press forward and have Wei Shen lean closer to the bike to gain extra speed, but all motorcycles at higher speeds are harder to control, not to mention far more dangerous in the event of an accident.

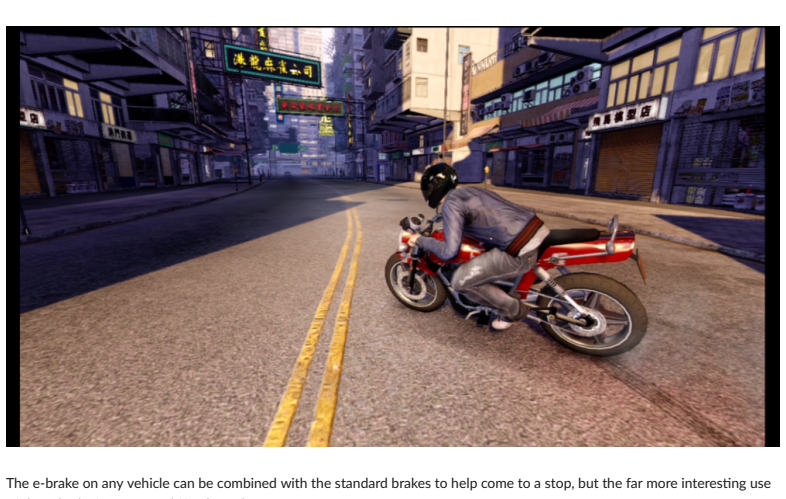
Accelerate

The throttle on every vehicle works mostly the same. You can gently accelerate, or put the pedal to metal. How a vehicle responds depends on what type of vehicle it is.

Brakes

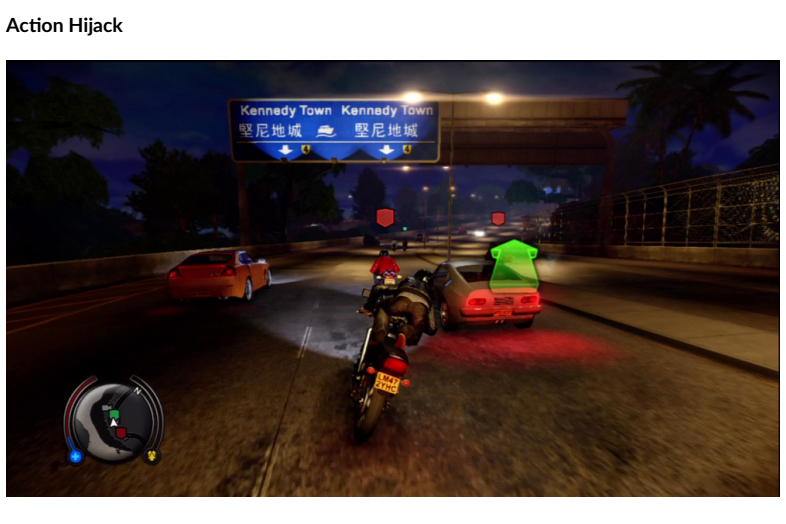
Obviously, these slow you down if you're going too fast, but don't expect miracles if you're careening towards a wall at a hundred miles an hour and you only have fifty feet to make the stop. Brakes are useful if tapped during a high-speed turn, helping you maintain fine control of the car or motorcycle.

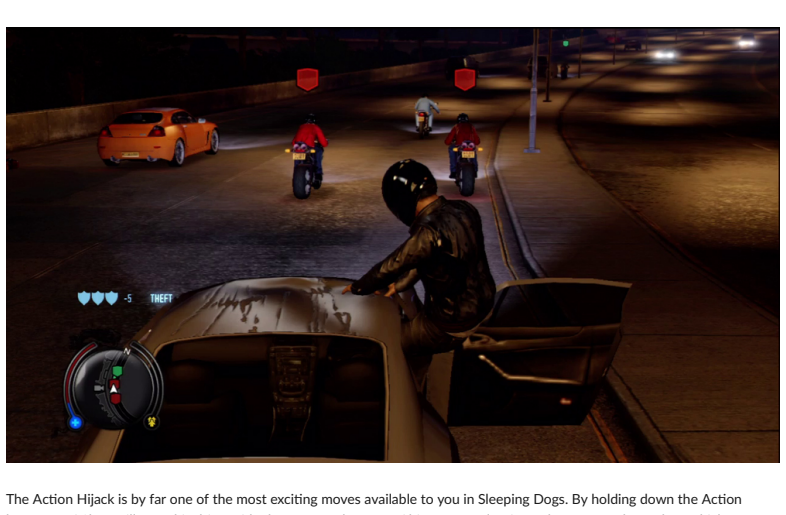
Emergency Brake



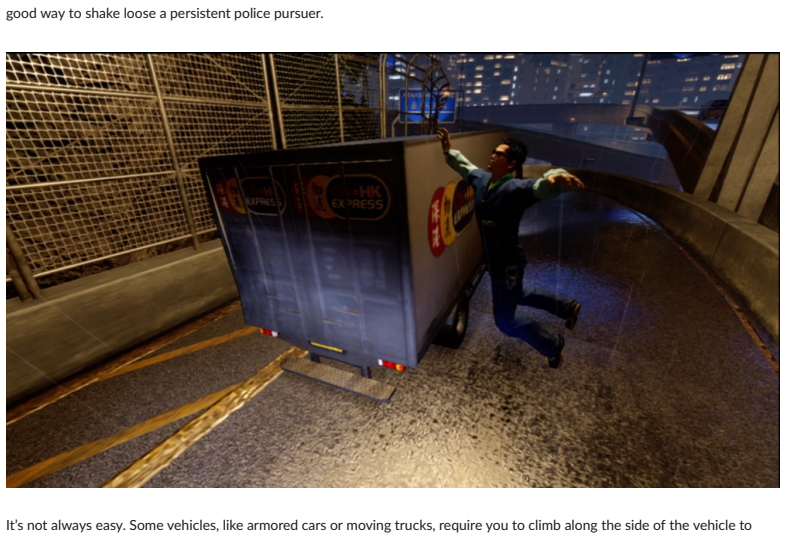
The e-brake on any vehicle can be combined with the standard brakes to help come to a stop, but the far more interesting use of the e-brake is to set up drifts through turns.

Action Hijack





The Action Hijack is by far one of the most exciting moves available to you in Sleeping Dogs. By holding down the Action button, Wei Shen will open his driver-side door or stand on top of his motorcycle. If you then approach another vehicle, you will see a greyed-out arrow behind it. When the arrow turns green, tap the Action button again to launch Wei Shen at his potential new ride. He'll then deal with the driver of the vehicle, and you will gain control of it shortly afterwards. This is also a good way to shake loose a persistent police pursuer.



It's not always easy. Some vehicles, like armored cars or moving trucks, require you to climb along the side of the vehicle to reach the driver's seat, and you will have to survive a series of Quick Time Events before you can finally take the vehicle.

Ram Attack

The Ram Attack serves two purposes. First, it damages and eventually disables any pursuing Triad or Cop cars and bikes. Second, it can act as an emergency course correction during a frantic race through the streets, giving you a chance to weave between cars at the last moment.

The Ram Attack can hit targets in front of and to the sides of your vehicle. This ability can't be used in rapid succession, so don't expect it to act as a speed boost during a race. It also must be done while your chosen ride is moving at a decent speed.

> **Note**
>
> This maneuver is not available to motorcycles.

Horn/Siren

As crazy as it might sound, the horn on any vehicle is an important tool in your overall arsenal. During missions, you stand to lose points with the Hong Kong Police for every civilian you hurt or kill, no matter how accidental it might have been. Things do get complicated during car chases though. To avoid running down pedestrians, you can honk your horn, and civilians will try to run or dive out of your way. Cars driven by civilians may switch lanes to avoid you. It's important to avoid harming civilians, as your Cop Upgrades depend on your ability to keep the casualties limited to the Triad as much as possible.

Melee Combat

Wei Shen isn't going to work his way into the Sun On Yee without employing a little violence, and fortunately he's well equipped for it. The melee combat in Sleeping Dogs is simple to get into, but requires a bit of finesse. While simply mashing the Attack button might work against the basic thug early in the story, this will only serve to get you killed later on. Successful melee combat comes from being observant to the types of foes you're up against, paying attention to any incoming attacks, and responding calmly to the situation. It's tempting to wail away at the controls when you start taking a beating, but this can make an already bad situation much worse.

Lock On

The first thing you should know to do in a fight is to lock on to an opponent. This allows you to better focus on your chosen target. By holding down the correct button, Wei Shen will lock on the opponent that he's facing. However, the other important feature of the Lock On command is that it automatically targets the closest opponent who happens to be armed with some sort of weapon. Use this to pick out those pesky cleaver-wielding enemies from the crowd. Using the Lock On feature also reveals the health levels of all nearby enemies, displayed as a ring around their feet. It even tells you any class modifers the enemy is currently enjoying.

Light Strikes

By tapping the Strike button, you perform a Light Strike. Up to five Light Strikes can be chained together, and they are fast enough to interrupt weaker opponents in the middle of their own attacks. Be wary of enemies who are capable of blocking or countering these attacks. You will want to avoid committing to a full combo against those opponents. You can interrupt a Light Strike combo with a Heavy Strike at any time, which is how most special moves are executed.

When Wei Shen is equipped with a melee weapon, your Light Strikes change depending on the item equipped.

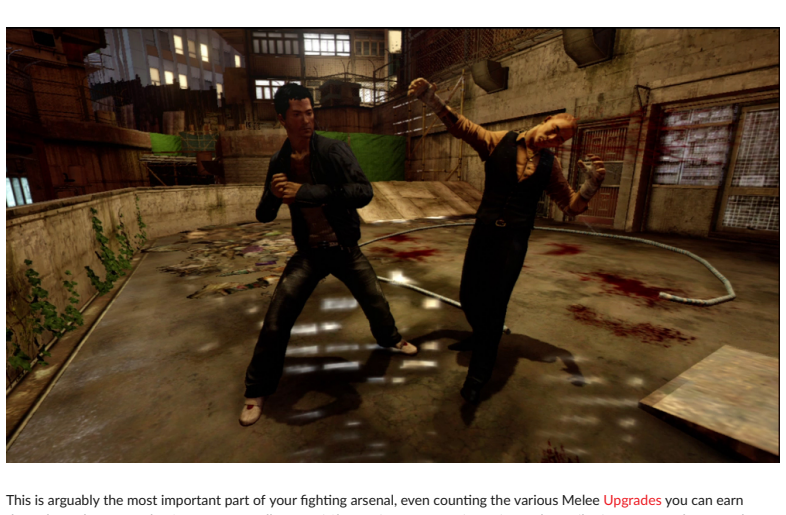
Heavy Strikes

Holding down the Strike button causes Wei Shen to execute a Heavy Strike. These attacks cause more damage to opponents, but are slower to execute. Heavy Strikes can be used to cap off a combination of several Light Strikes. As you progress further into the game and earn new Melee Upgrades for Wei, these Heavy Strikes become much more valuable, and are used to trigger special techniques. Heavy Strikes can be inserted into a combo after one or up to four Light Strikes.

Heavy Strikes can be directed in any direction around Wei, a good choice for lashing out at enemies trying to creep up on your flanks.

As with Light Strikes, equipping a melee weapon changes how Heavy Strikes are executed.

Counter

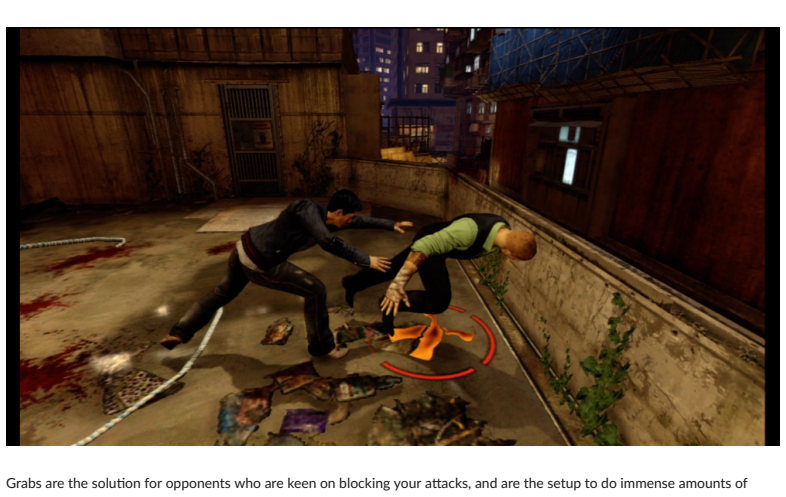


This is arguably the most important part of your fighting arsenal, even counting the various Melee Upgrades you can earn throughout the game. The Counter move allows Wei Shen to intercept any incoming melee strike from unarmed or armed opponents, and then deal damage. Simply wait for melee attacks to get close to Wei, and hit the Counter button to return the favor. Foes that are about to attack you are highlighted in red, clearly marking the immediate threat.

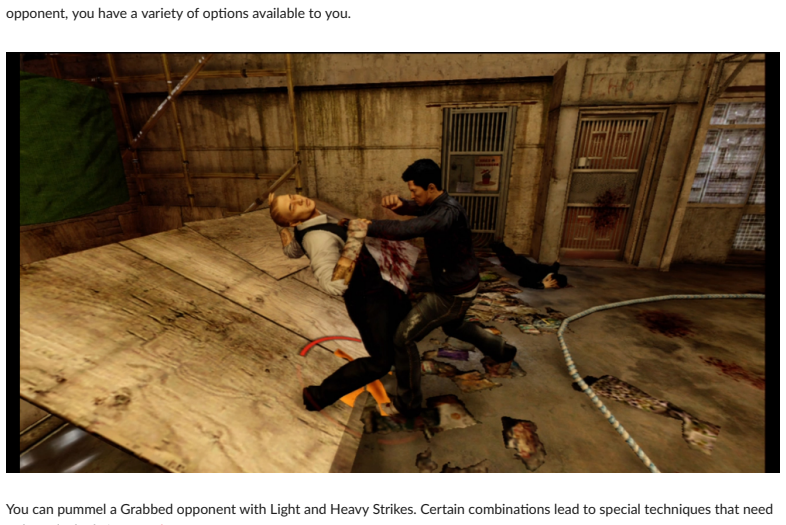
Counters should not be attempted randomly. Blinding hitting the Counter button places Wei in the Counter stance, but if no attack hits him during the first part of the stance, Wei will stand vulnerable for a moment, unable to move or fight back. Triad upgrades can shorten this window of vulnerability, but this can be avoided entirely by simply timing your Counters effectively.

> **Note**
>
> Wei Shen cannot use his traditional Counter ability while weilding a melee weapon. He will only bob and weave out of the way of attacks. This can still provide you with openings to use your weapons.

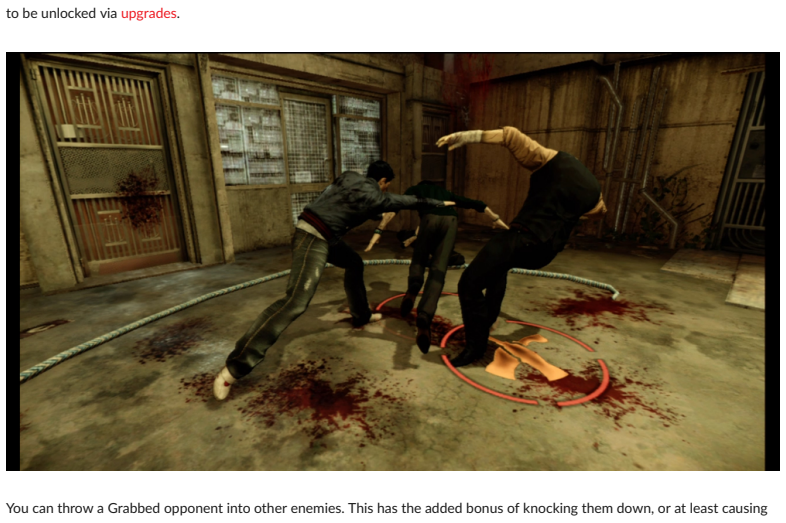
Grab



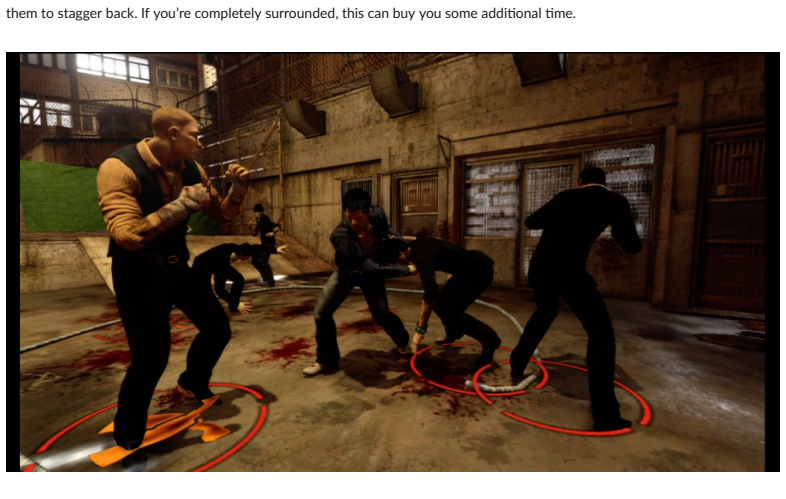
Grabs are the solution for opponents who are keen on blocking your attacks, and are the setup to do immense amounts of damage to the victim, or control groups of enemies by throwing the Grabbed opponent into them. It's even possible to sprint at an enemy and tackle them to the ground, or you can pick up a downed opponent off of the ground. Once you have Grabbed an opponent, you have a variety of options available to you.

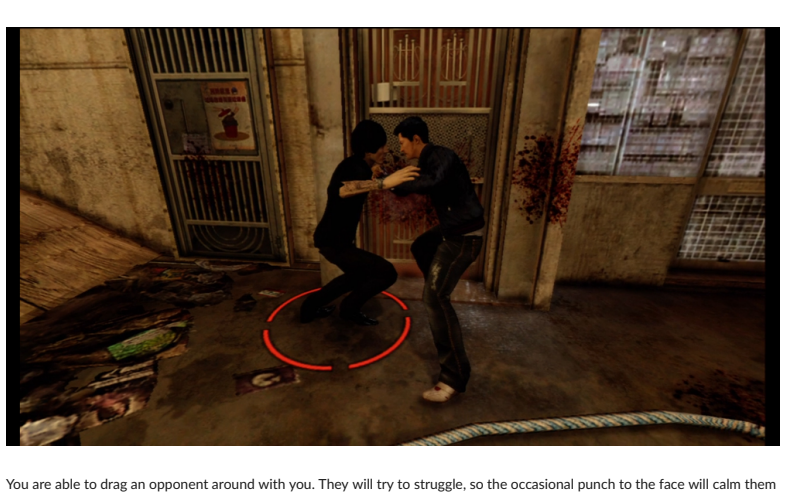


You can pummel a Grabbed opponent with Light and Heavy Strikes. Certain combinations lead to special techniques that need to be unlocked via upgrades.

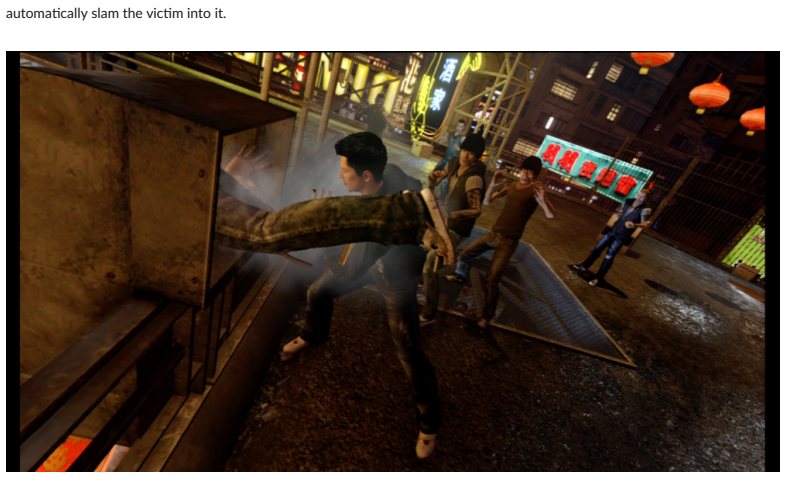


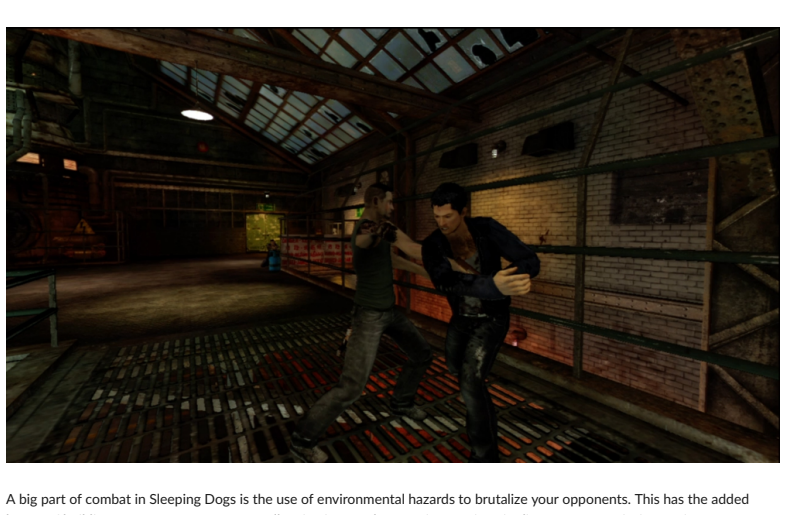
You can throw a Grabbed opponent into other enemies. This has the added bonus of knocking them down, or at least causing them to stagger back. If you're completely surrounded, this can buy you some additional time.





You are able to drag an opponent around with you. They will try to struggle, so the occasional punch to the face will calm them down. It's even possible to sprint with a Grabbed opponent. If you sprint at a wall or other environmental hazard, you will automatically slam the victim into it.

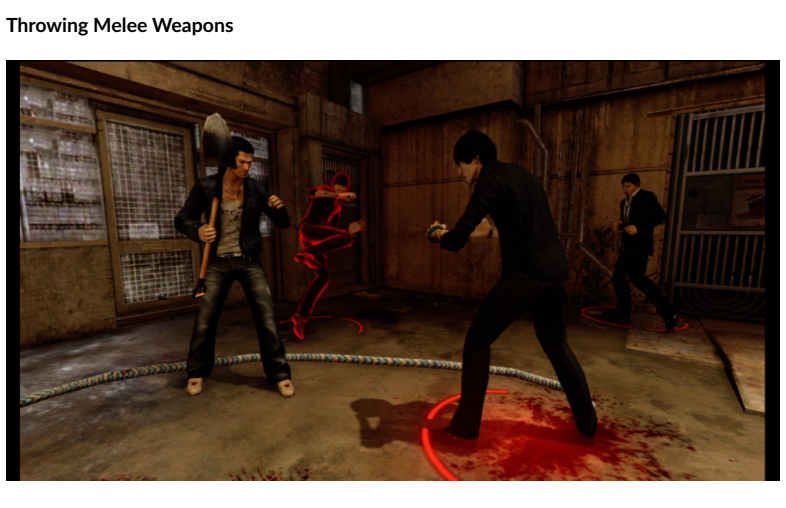


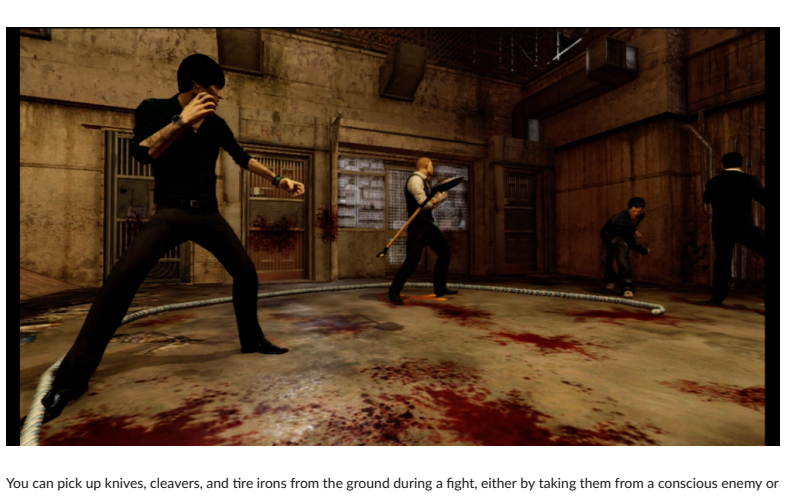


A big part of combat in Sleeping Dogs is the use of environmental hazards to brutalize your opponents. This has the added bonus of building up your Face meter, as well as forcing nearby enemies to cringe in disgust or cower in fear, or in some cases even running away. By walking (or sprinting) with a Grabbed opponent toward any flashing red environmental hazard, you can immediately take that enemy out of the fight.

Grabbing is not recommended against the heavyset Grapplers unless they've been stunned. It's also not an option against opponents armed with melee weapons, as they tend to kick you away and cause some damage. However, in situations where you don't have a gun but your enemies do, Grabbing them will allow you to take their gun and use it against their allies, provided that Cop Upgrade is unlocked.

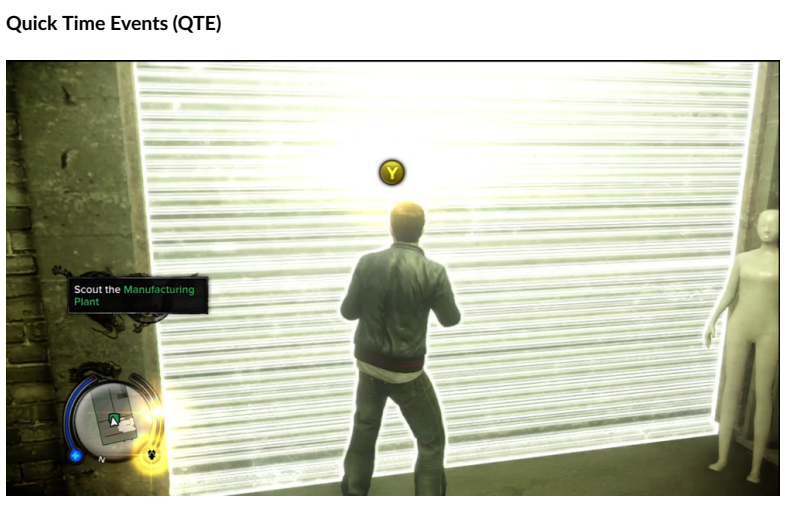
Throwing Melee Weapons

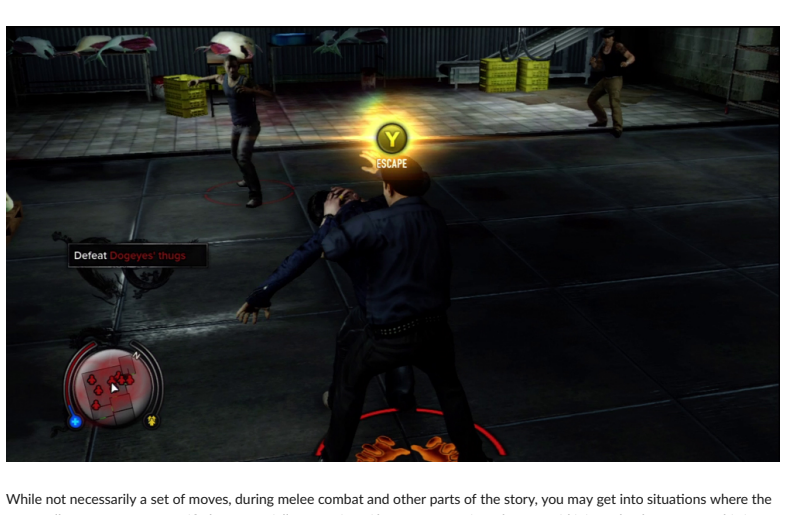




You can pick up knives, cleavers, and tire irons from the ground during a fight, either by taking them from a conscious enemy or by beating enemies senseless and picking up their weapons long after they've collapsed. You can then Lock On to an enemy, and then throw these improvised weapons at the enemy to cause serious damage. A basic thug can be taken out with one accurate toss of a knife, making it an excellent way to thin out enemy numbers when you are surrounded.

Quick Time Events (QTE)

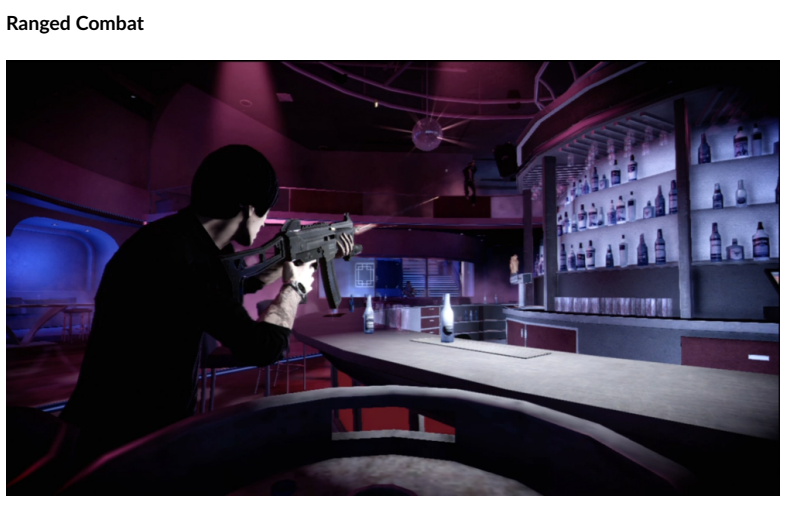


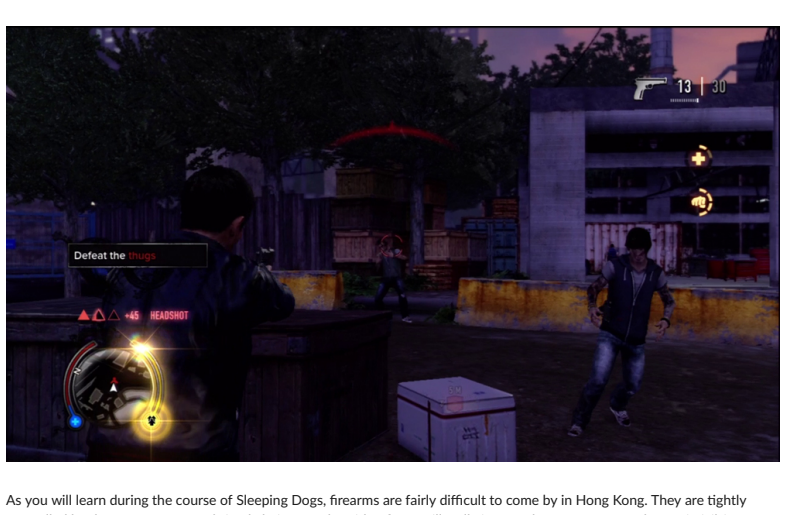


While not necessarily a set of moves, during melee combat and other parts of the story, you may get into situations where the game tells you to press a specific button or follow a series of button presses in order to avoid injury, death, or arrest. This is why it's important to not mash buttons wildly during melee combat. Pressing the wrong button during a QTE can cost you significant amounts of health, or even make you fail your current mission.

> **Note**
>
> As a rule of thumb, any time you're grappled by an enemy, there is a chance to escape through a QTE.

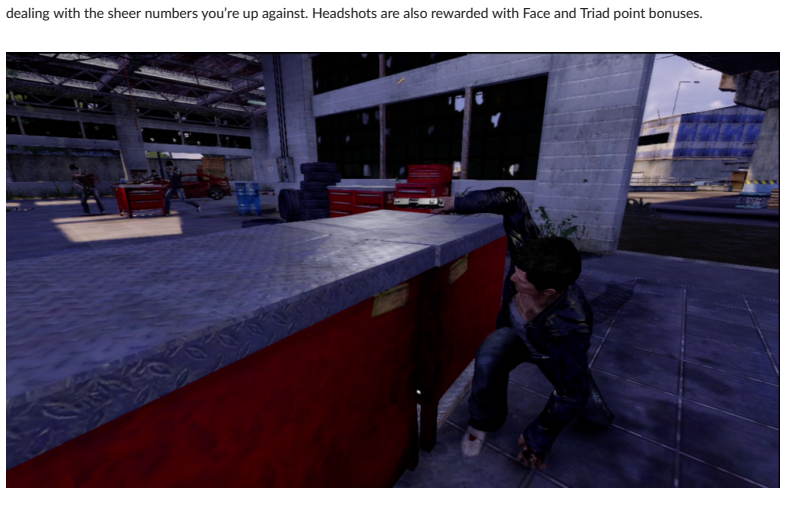
Ranged Combat

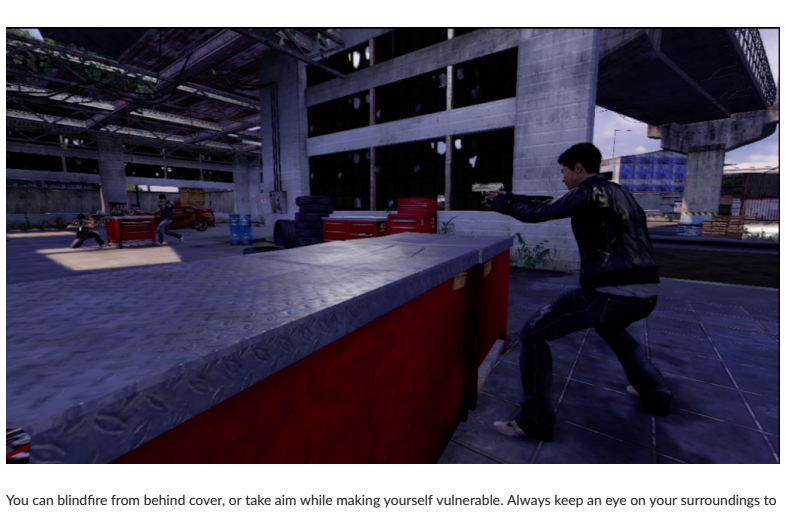




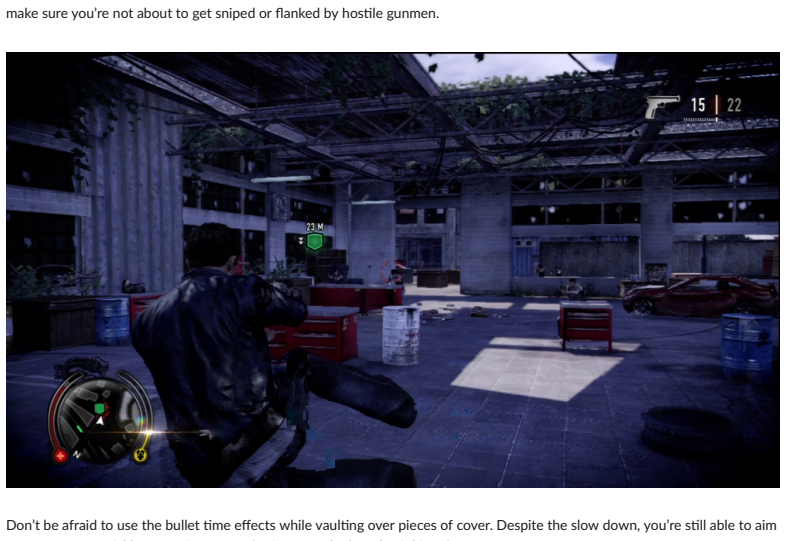
As you will learn during the course of Sleeping Dogs, firearms are fairly difficult to come by in Hong Kong. They are tightly controlled by the government, and simply being caught with a firearm illegally is enough to get a person thrown in jail for a good while. Wei Shen's arrival in Hong Kong and eventual infiltration into the Sun On Yee sparks a series of chaotic events throughout the city, and inevitably there will be a lot of shooting.

Firearms are brutally powerful in Sleeping Dogs. Even a fully upgraded Wei Shen can be gunned down in seconds if you're careless about finding cover. Headshots are instantly lethal on the vast majority of enemies, and they are your best bet for dealing with the sheer numbers you're up against. Headshots are also rewarded with Face and Triad point bonuses.

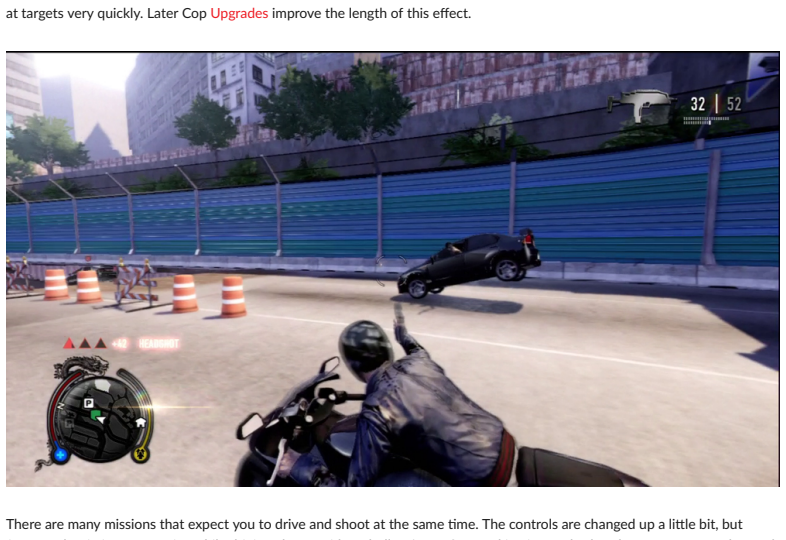




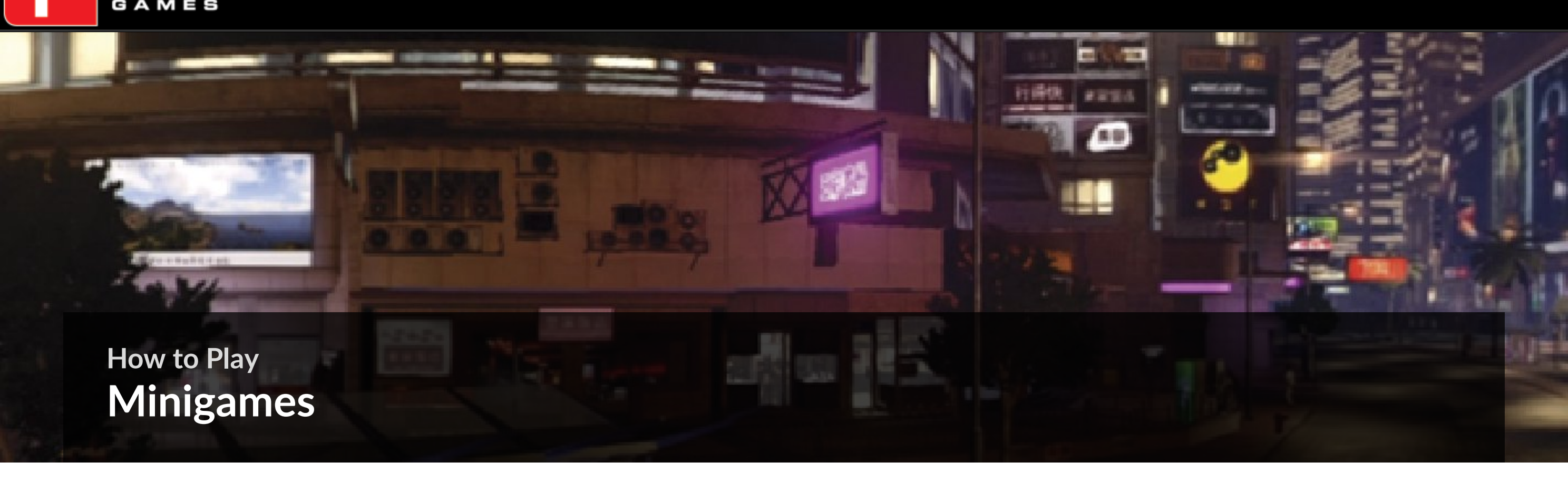
You can blindfire from behind cover, or take aim while making yourself vulnerable. Always keep an eye on your surroundings to make sure you're not about to get sniped or flanked by hostile gunmen.



Don't be afraid to use the bullet time effects while vaulting over pieces of cover. Despite the slow down, you're still able to aim at targets very quickly. Later Cop Upgrades improve the length of this effect.



There are many missions that expect you to drive and shoot at the same time. The controls are changed up a little bit, but fortunately, aiming at enemies while driving also provides a bullet time effect, making it easy both to keep your car on the road and to aim and shoot at targets.



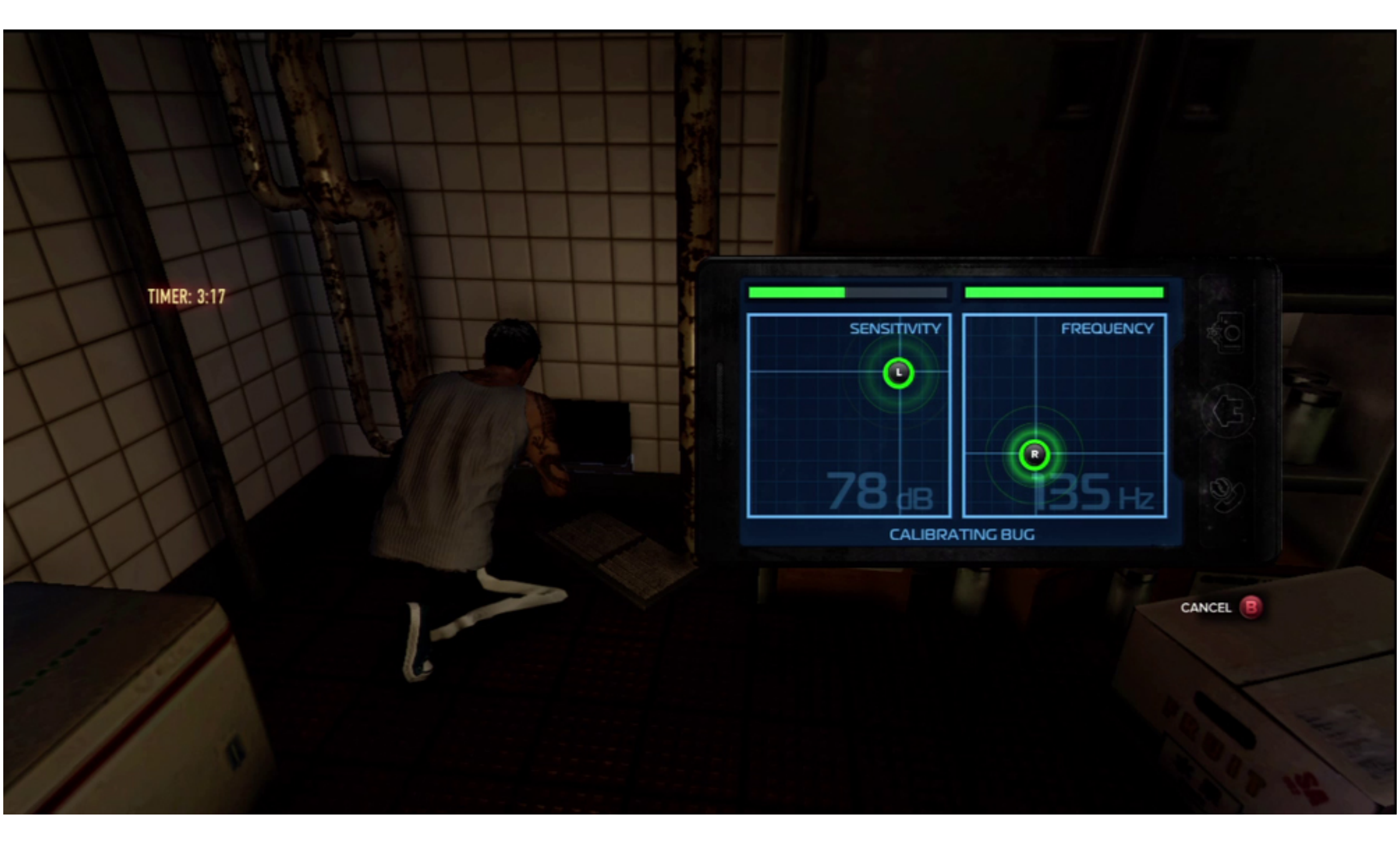
How to Play

Minigames

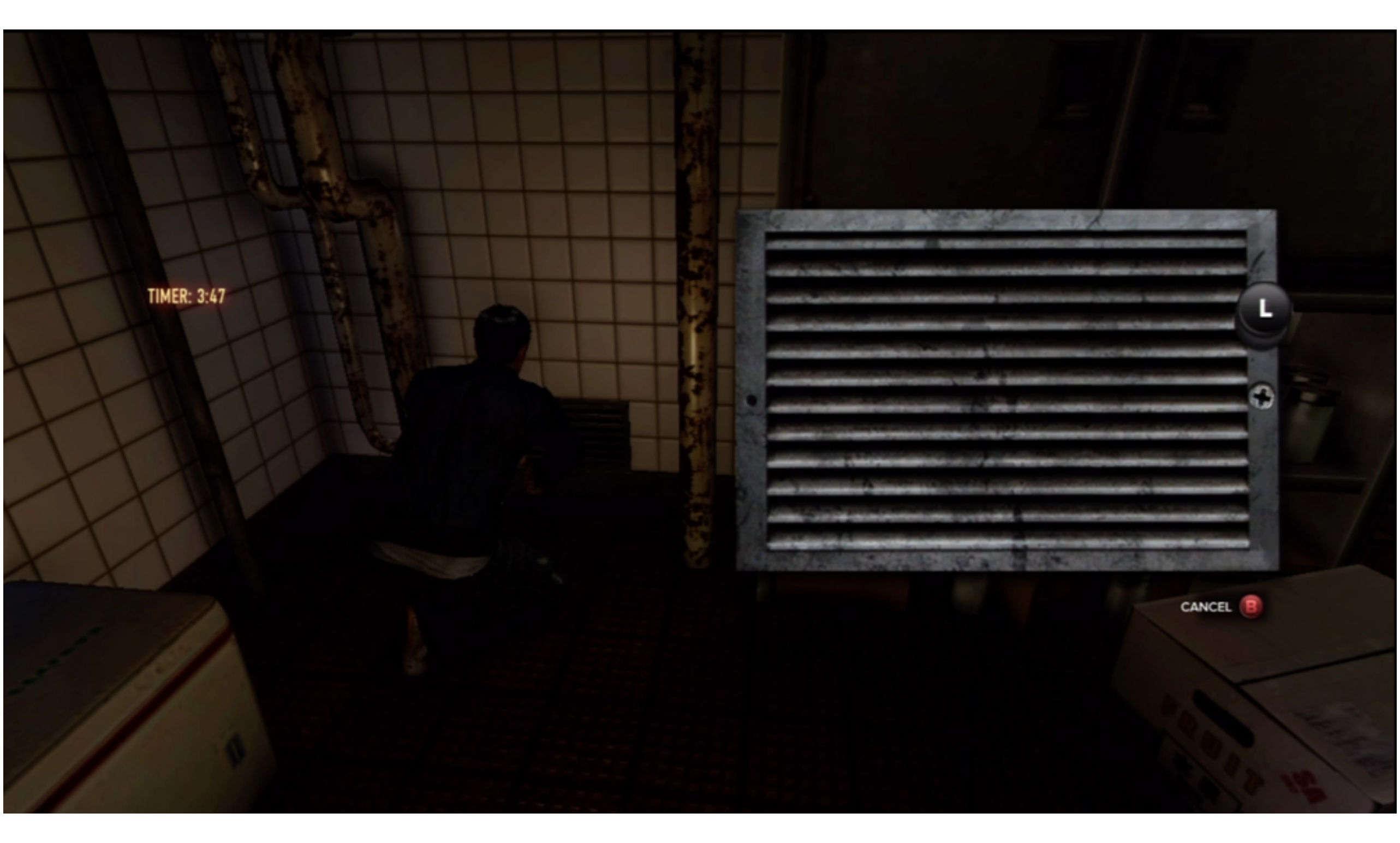
Minigames

There are six minigames that come up during the course of regular gameplay: Bug Planting, Hacking, Lock Picking, Phone Tracing, Safecracking, and Karaoke. In addition to these minigames, there are two ways you can gamble your hard-earned cash in hopes of making more money: Cockfighting and Poker Mahjong.

Bug Planting

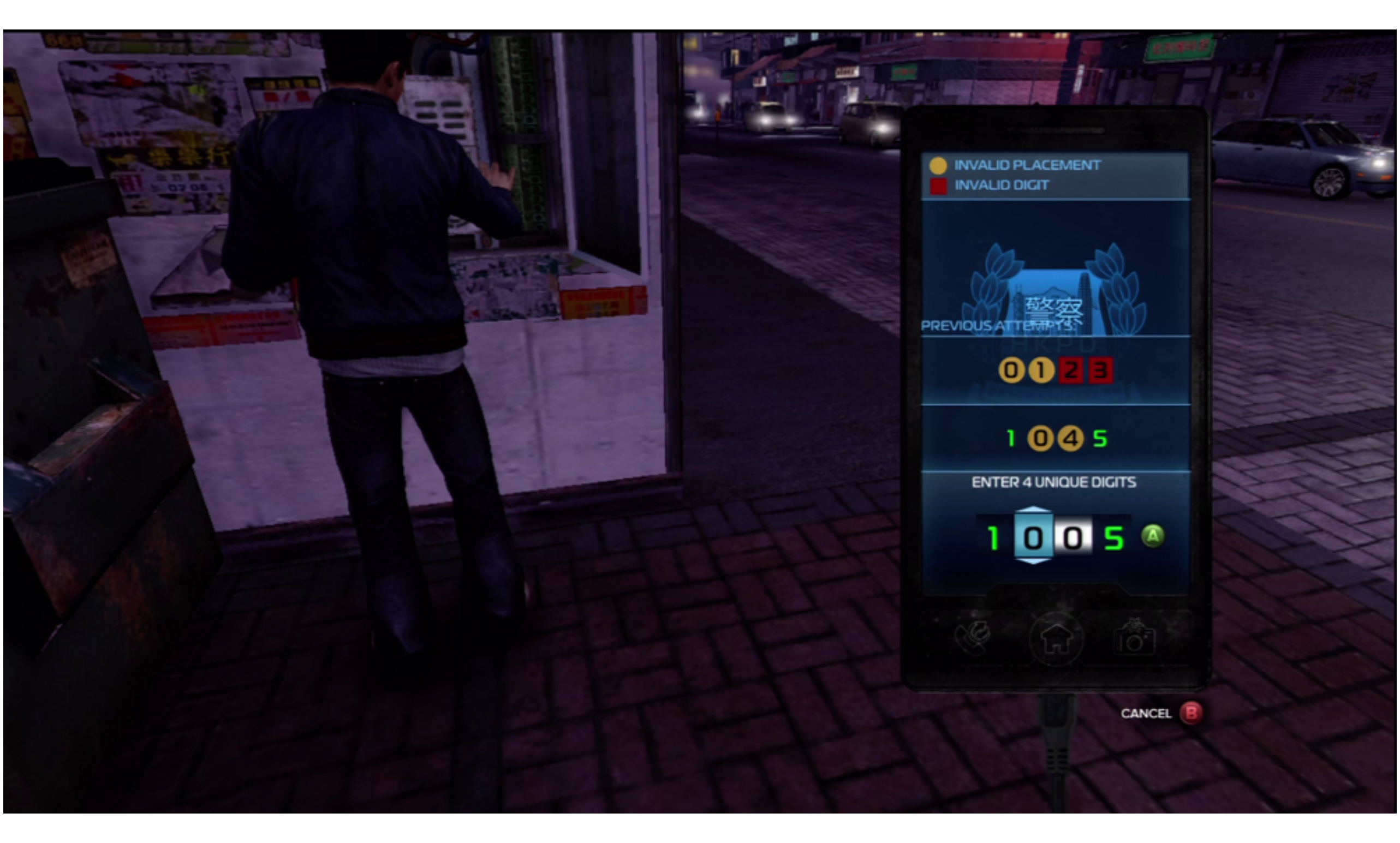

TIMER: 3:17
SENSITIVITY
FREQUENCY
78 dB
135 Hz
CALIBRATING BUG
CANCEL

You earn the ability to plant bugs during the "Listening In" Main Story mission, and the minigame involved with planting them will come up throughout the main storyline. To plant a bug, you must first calibrate the audio sensitivity and frequency separately. Remember the numbers each attribute was calibrated at to make the simultaneous calibration easier.


TIMER: 3:47
L
CANCEL

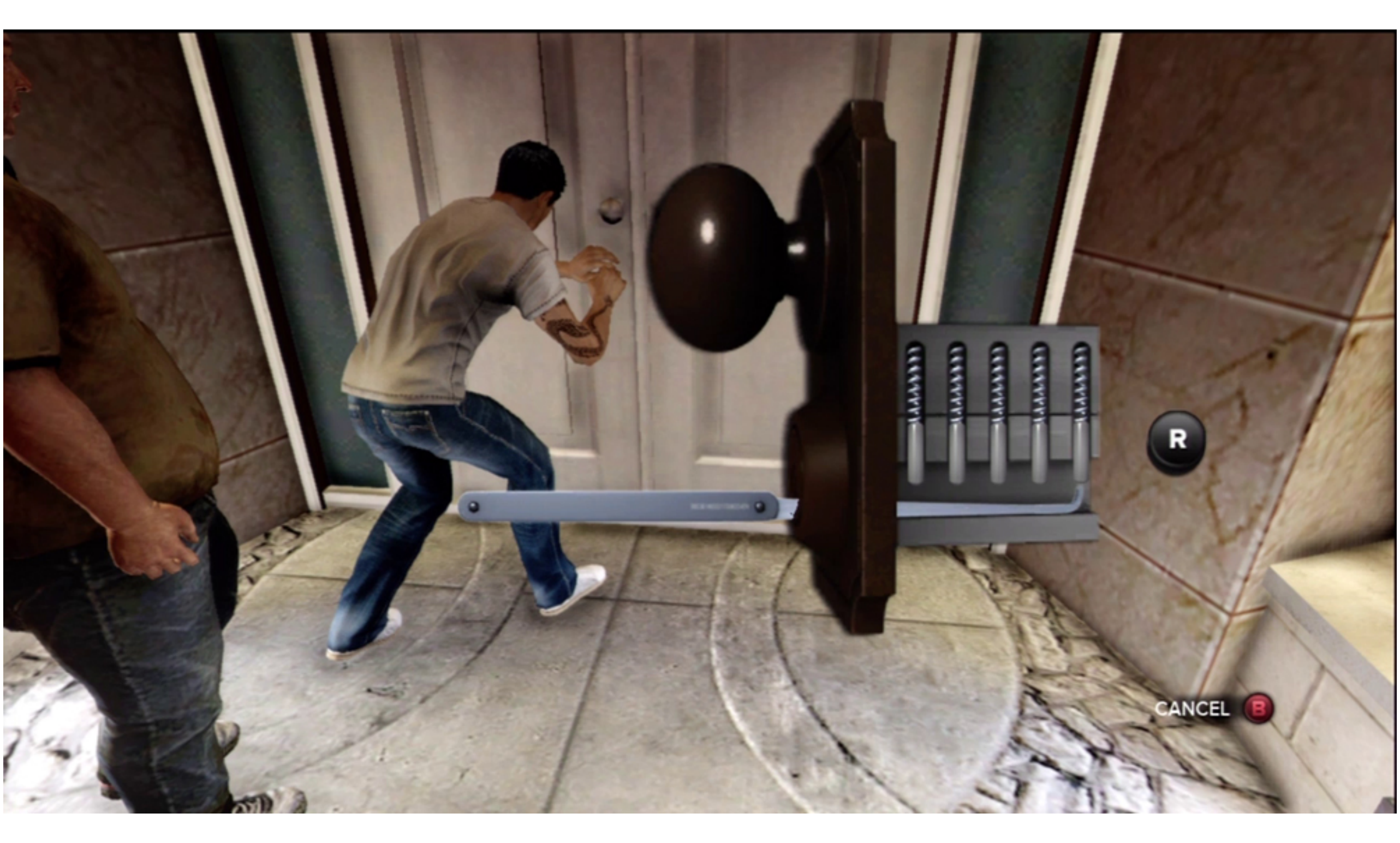
In some instances of Bug Planting, you'll need to open a vent cover by removing the screws before you can start calibrating the bug. After the bug is planted, you'll need to replace the vent cover.

Hacking


INVALID PLACEMENT
INVALID DIGIT
PREVIOUS ATTEMPTS
0123
1045
ENTER 4 UNIQUE DIGITS
1005
CANCEL

Introduced during the second lead of the "Popstar" Case, the Hacking minigame is used to subvert Spy Cameras and password protection on computers. You are given six attempts to guess a four digit password, using 0 though 9. The hacking program shows you which numbers are correct, which numbers are correct but in the wrong place, and which numbers are incorrect. Use this to narrow down and eventually guess the password. If you fail, the password will be randomized and you'll have another six attempts to guess it.

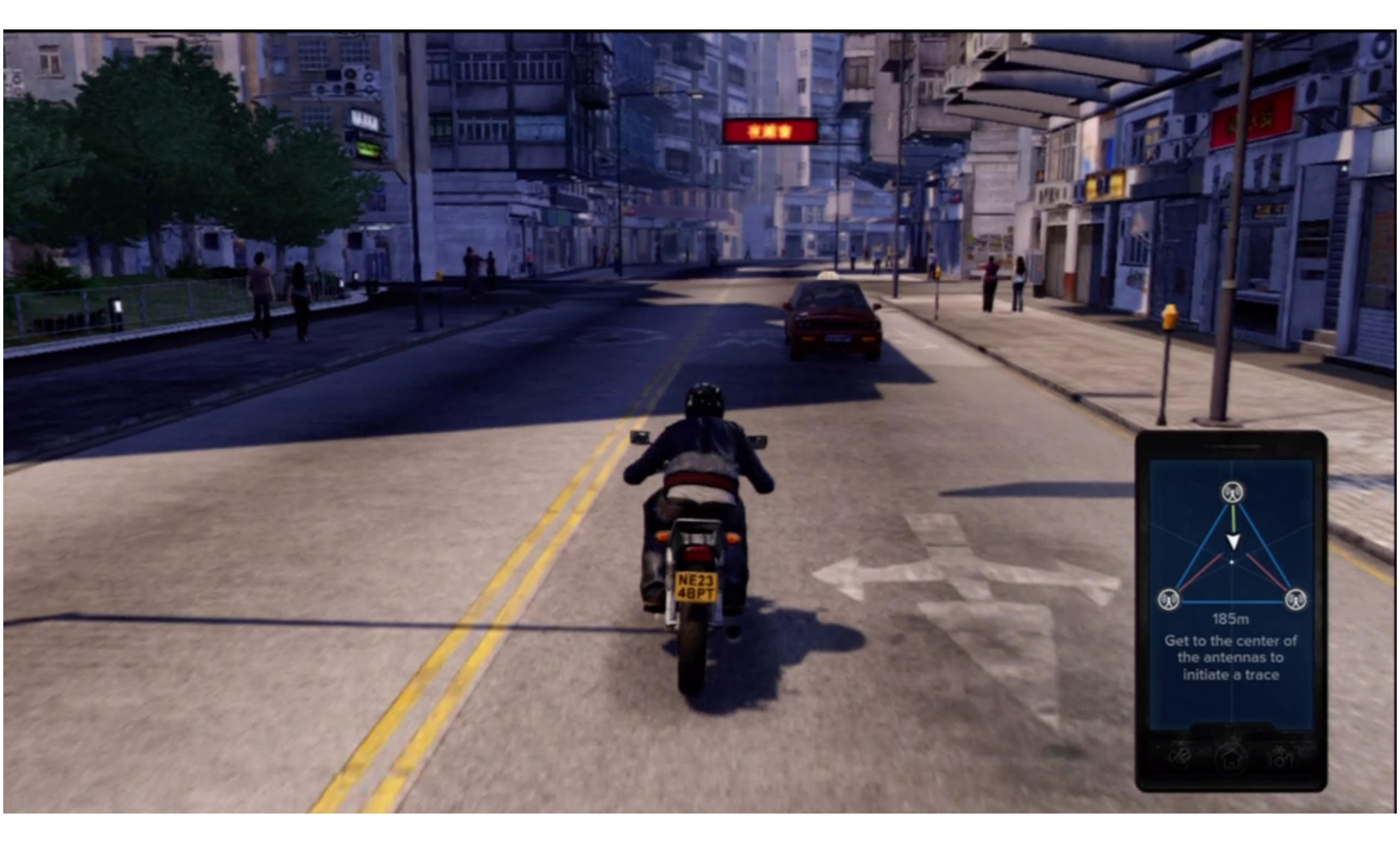
Lock Picking

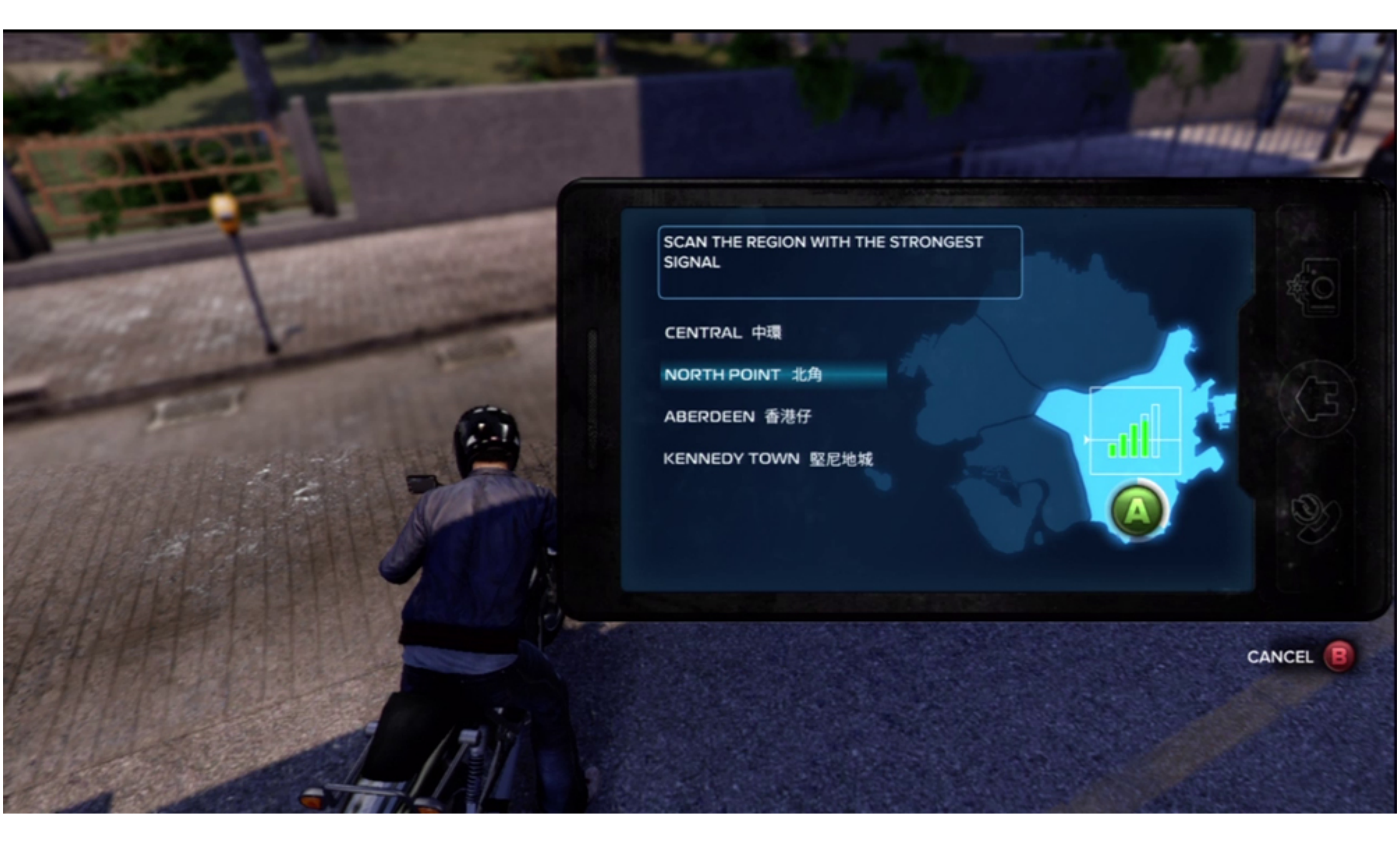


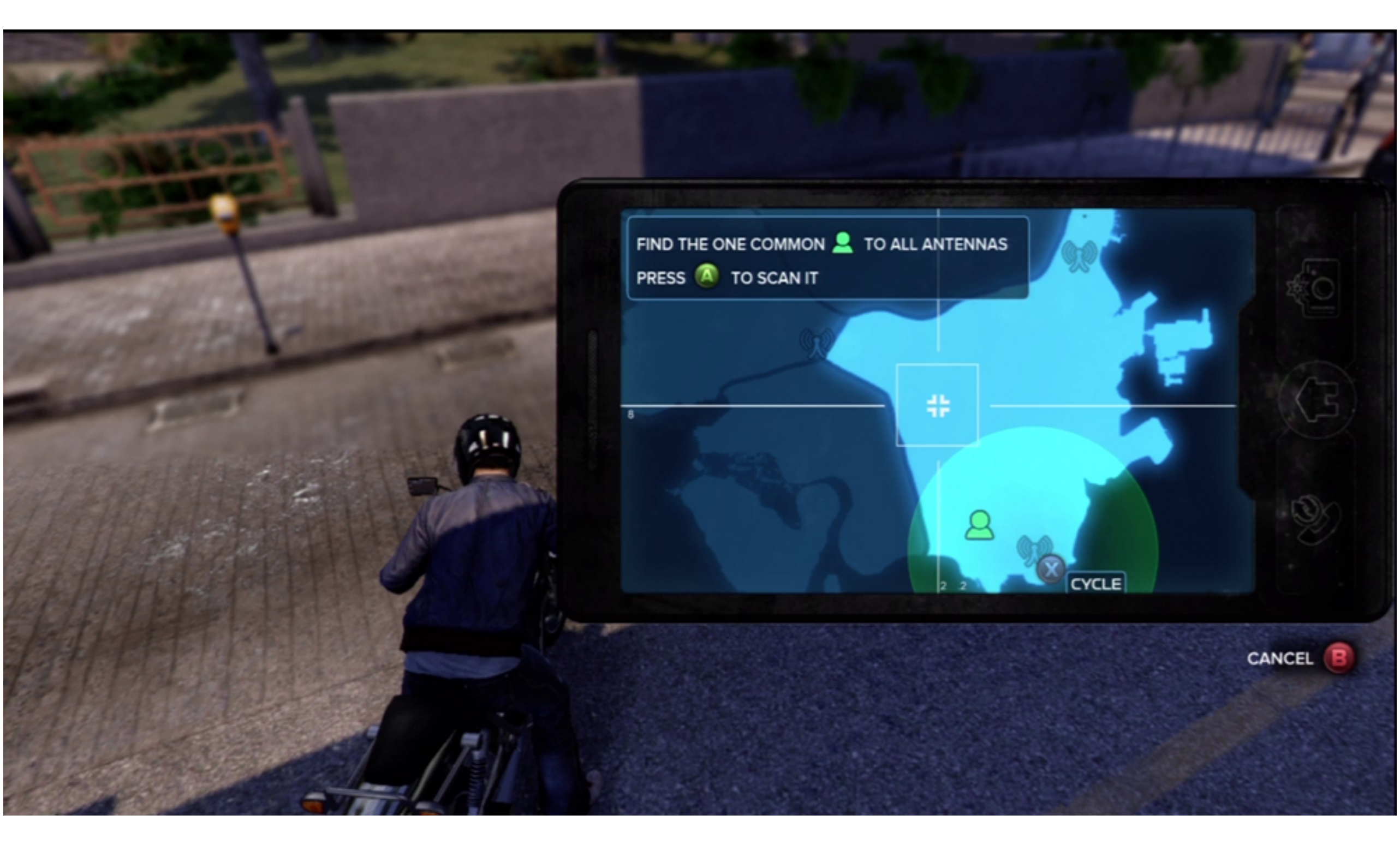
This minigame is also introduced during the "Listening In" Main Story mission. Locks consist of three to five pins, and you need to use your pick to move the pin upwards until it turns green. Then you pull the pin to the left. Repeat this process until all pins are in place and the lock is opened. However, making a mistake by pulling the pick too early will set you one space to the right. Lock Picking requires steady hands, often under pressure.

Phone Tracing

Phone Tracing is one of the more extensive minigames that comes into play during the "Hotshot" Case and the "Mrs. Chu's Revenge" Main Story mission.


185m
Get to the center of the antennas to initiate a trace

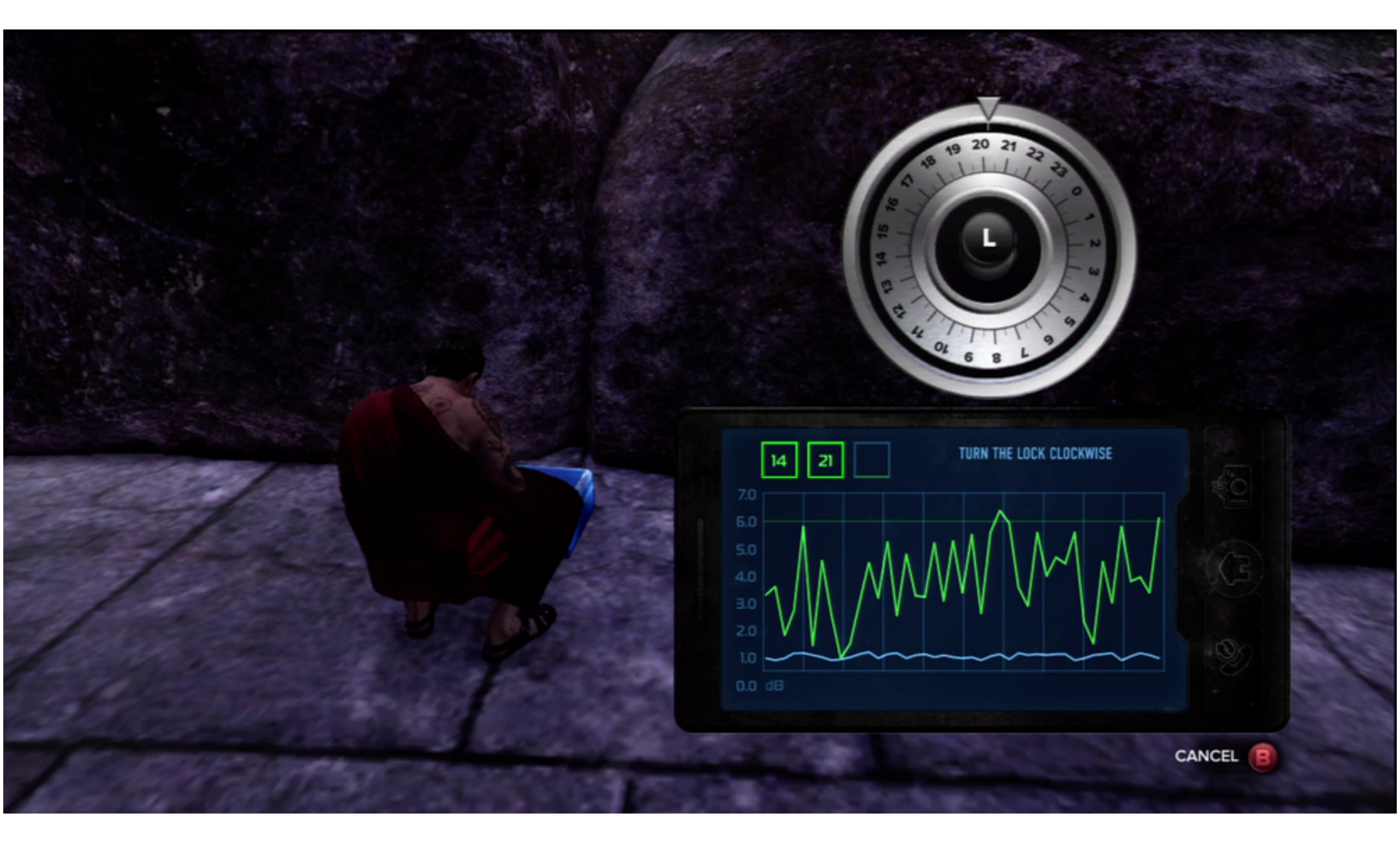

SCAN THE REGION WITH THE STRONGEST SIGNAL
CENTRAL 中環
NORTH POINT 北角
ABERDEEN 香港仔
KENNEDY TOWN 堅尼地城
CANCEL


FIND THE ONE COMMON TO ALL ANTENNAS
PRESS TO SCAN IT
CYCLE
CANCEL

Phone Tracing starts with your smartphone showing your position relative to three major cell phone towers in Hong Kong. You need to get to the indicated center of the triangle they form. Next, scan the four sections of the city to get a general location of the call you are tracing. The section with the most green bars will be the one you need to scan. This will take you to a more detailed view of that section, showing you the three main towers on the outskirts of the map.

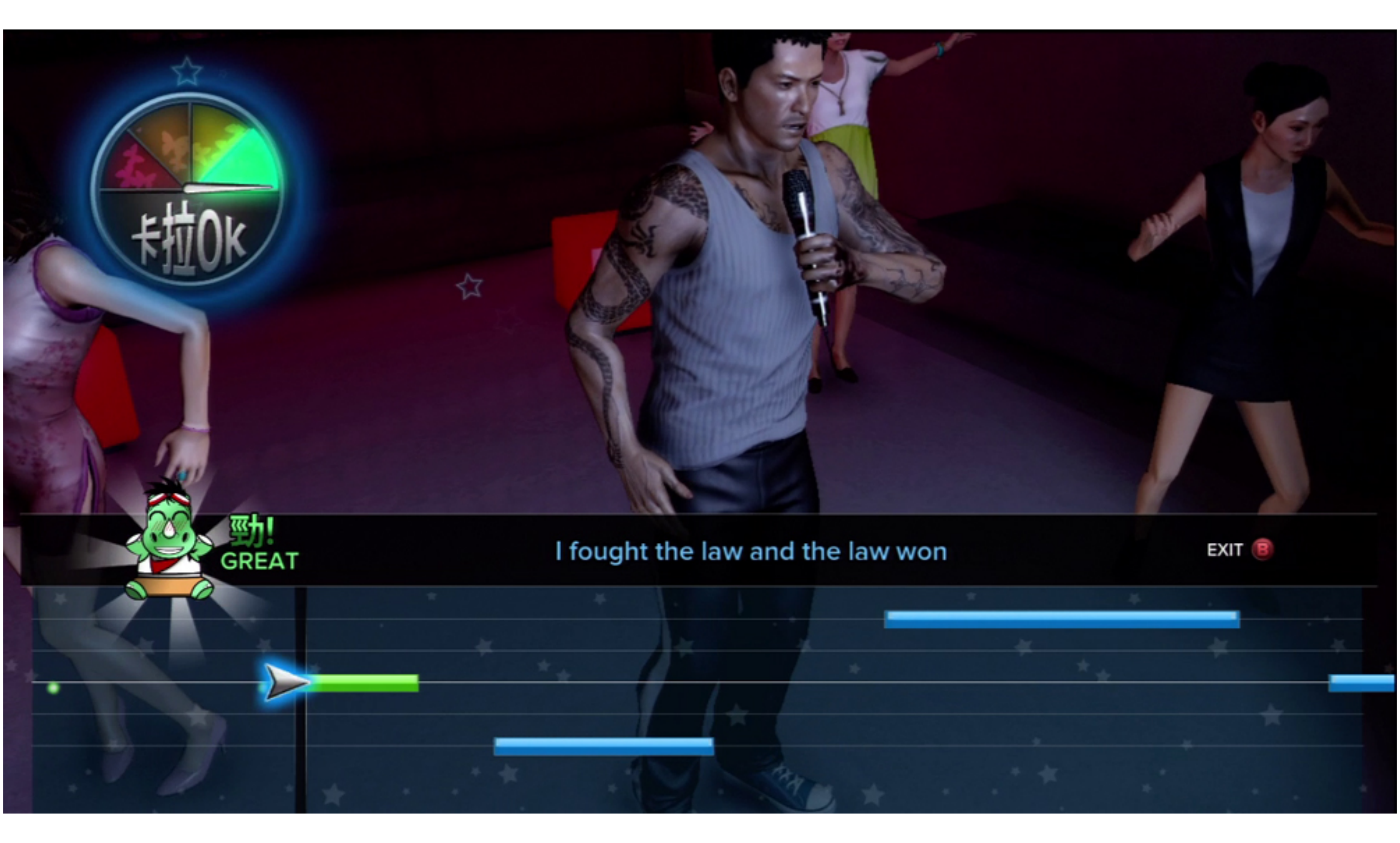
Each tower, when selected, emits a pulse that briefly shows the other reception towers they connect to in the area. You need to cycle between the major towers until you see a reception tower the main towers all share, and then scan it. This will give you the caller's location.

Safecracking


L
14
21
TURN THE LOCK CLOCKWISE
7.0
6.0
5.0
4.0
3.0
2.0
1.0
0.0 dB
CANCEL

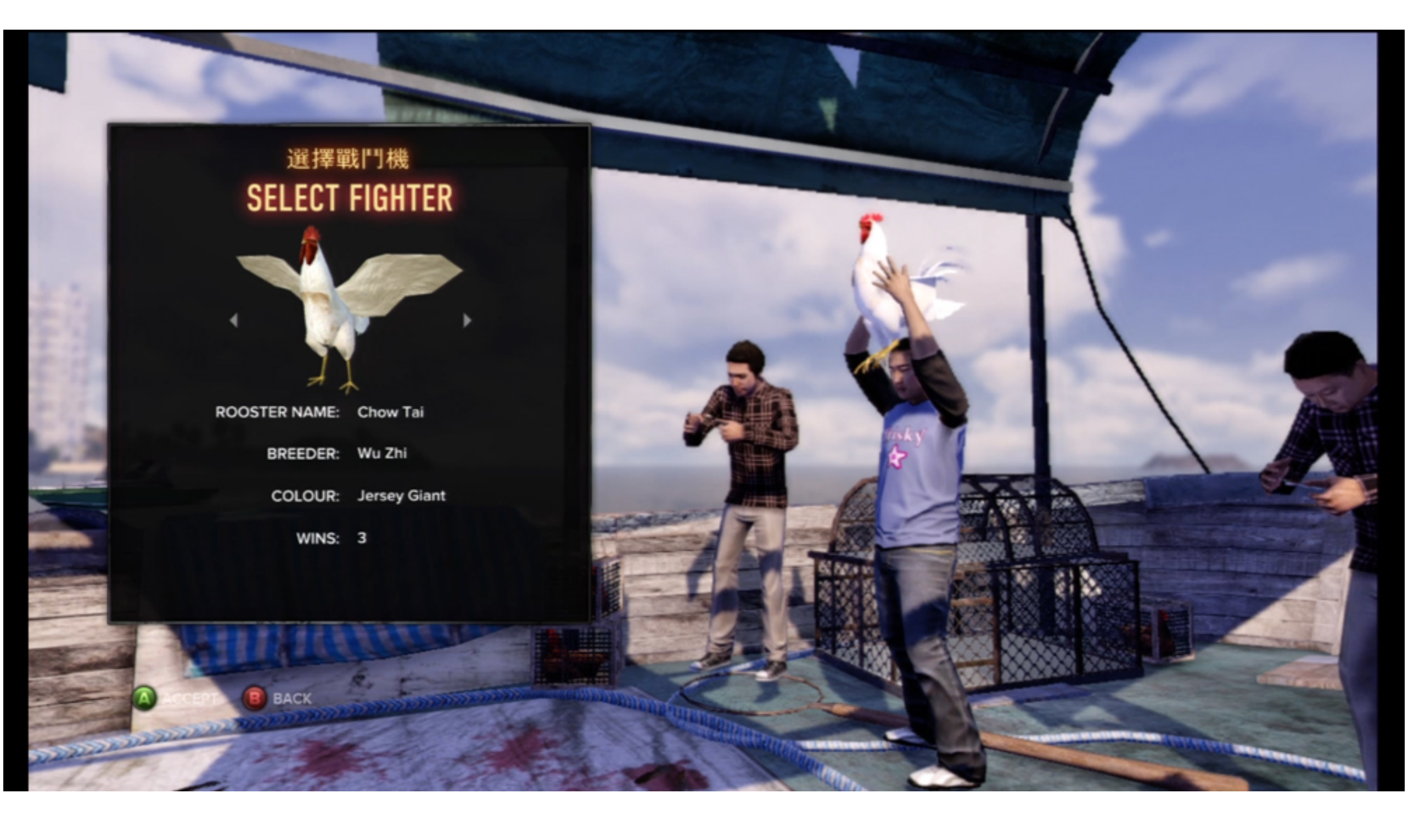
Your smartphone runs a sound-sensitive program that listens for the tumblers in the safe lock to fall into place as you rotate the lock. It's as simple as spinning the wheel until you hear the click, then rotating in the opposite direction for the next tumbler. Every safe has three tumblers to unlock before it can be opened.

Karaoke


卡拉Ok
勁!
GREAT
I fought the law and the law won
EXIT

Introduced during the "Club Bam Bam" Main Story mission, Karaoke allows you to witness Wei Shen masterfully sing (or butcher) eight different classic songs. You need to keep his singing pitch in line with the indicated notes as they scroll in from the right side of the screen.

Cockfighting

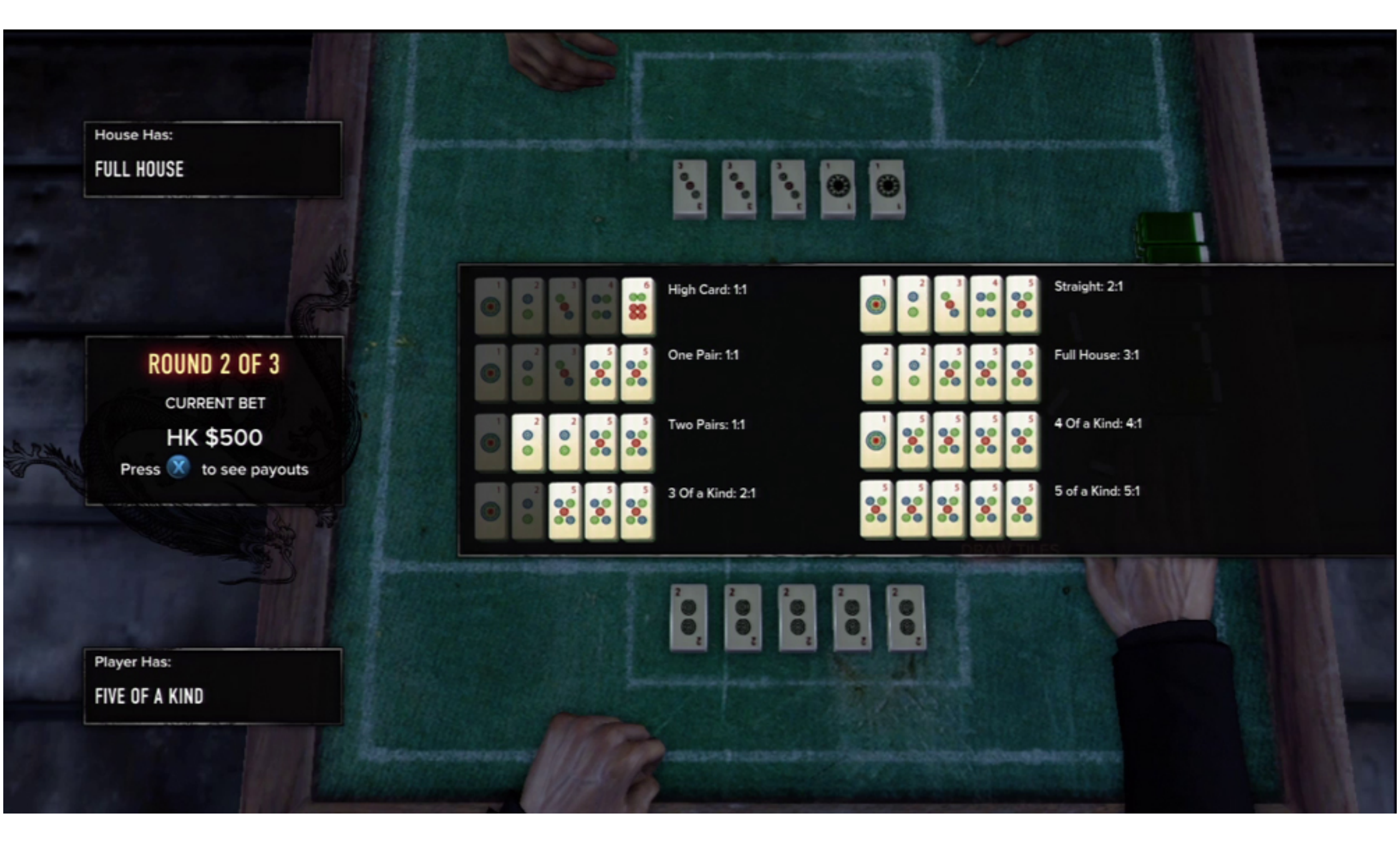

選擇戰鬥機
SELECT FIGHTER
ROOSTER NAME: Chow Tai
BREEDER: Wu Zhi
COLOUR: Jersey Giant
WINS: 3
ACCEPT
BACK

This minigame is unlocked after completing the "Night Market Chase" Main Story mission. When considered as a source of income, Cockfighting is not efficient. You could spend long minutes agonizing over your two choices of fighting birds before each match, but the outcome is completely out of your hands. A bird with a long winning streak may seem like a safe bet, but even a rookie bird might have its day and take out the reigning champ. A wrong bet can put you out quite a bit of cash.

Poker Mahjong

Poker Mahjong is the other game of chance at your disposal, available after the "Bride to Be" Main Story mission. Unlike Cockfighting, you have a bit more control over your destiny here. The house and player are dealt five tiles apiece, valued from one to six, and payouts are awarded for eight hands, assuming your hand is better than the house hand.

In order from lowest value to highest:

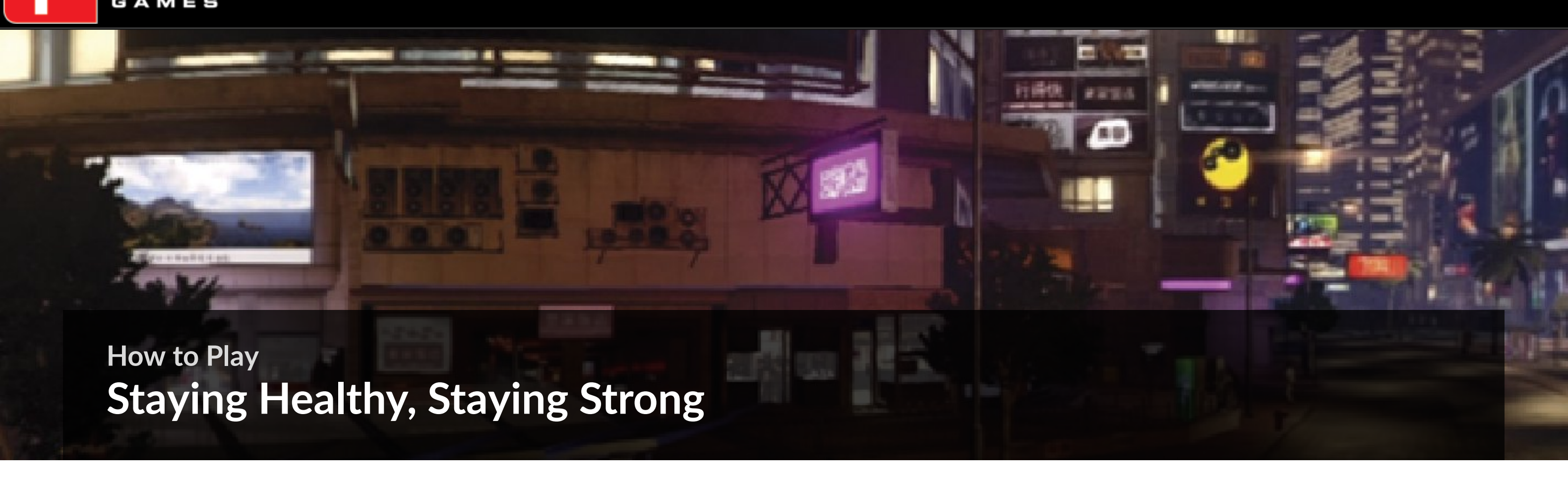

House Has:
FULL HOUSE
ROUND 2 OF 3
CURRENT BET
HK $500
Press to see payouts
High Card: 1:1
One Pair: 1:1
Two Pairs: 1:1
3 Of a Kind: 2:1
Straight: 2:1
Full House: 3:1
4 Of a Kind: 4:1
5 of a Kind: 5:1
Player Has:
FIVE OF A KIND

- High Card, 1:1 payout
- One Pair, 1:1 payout
- Two Pairs, 1:1 payout
- Three of a Kind: 2:1 payout
- Straight, 2:1 payout
- Full House, 3:1 payout
- Four of a Kind, 4:1 payout
- Five of a Kind, 5:1 payout

In the event that the house and the player get the same kind of hand, the determining factor for winning a game comes down to the value of the tiles. If, for example, you have a Full House consisting of three 1s and two 3s, but the house has a Full House of three 4s and two 5s, you lose. The only way to beat that is with a Four of a Kind or Five of a Kind hand.

Each game is played in three rounds. The first round, you are dealt a hand, and are able to discard tiles in order to pull fresh ones from the pile, or you can keep your current hand if you are satisfied with what you and the house have been dealt. The second round proceeds in the same way, and the third round consists of presenting the hand you've built over the previous two rounds. You can bet up to HK $5000 in a single game, with the potential maximum reward of HK $25000, if you are able to get a Five of a Kind hand with the maximum amount on the line.

It's not entirely about luck! Pay attention to both the tiles and hand the house has and is discarding with each round. Tiles discarded are put back into the pile, and can affect chances at drawing them in the next round. You can deny specific hands from the house with careful play.

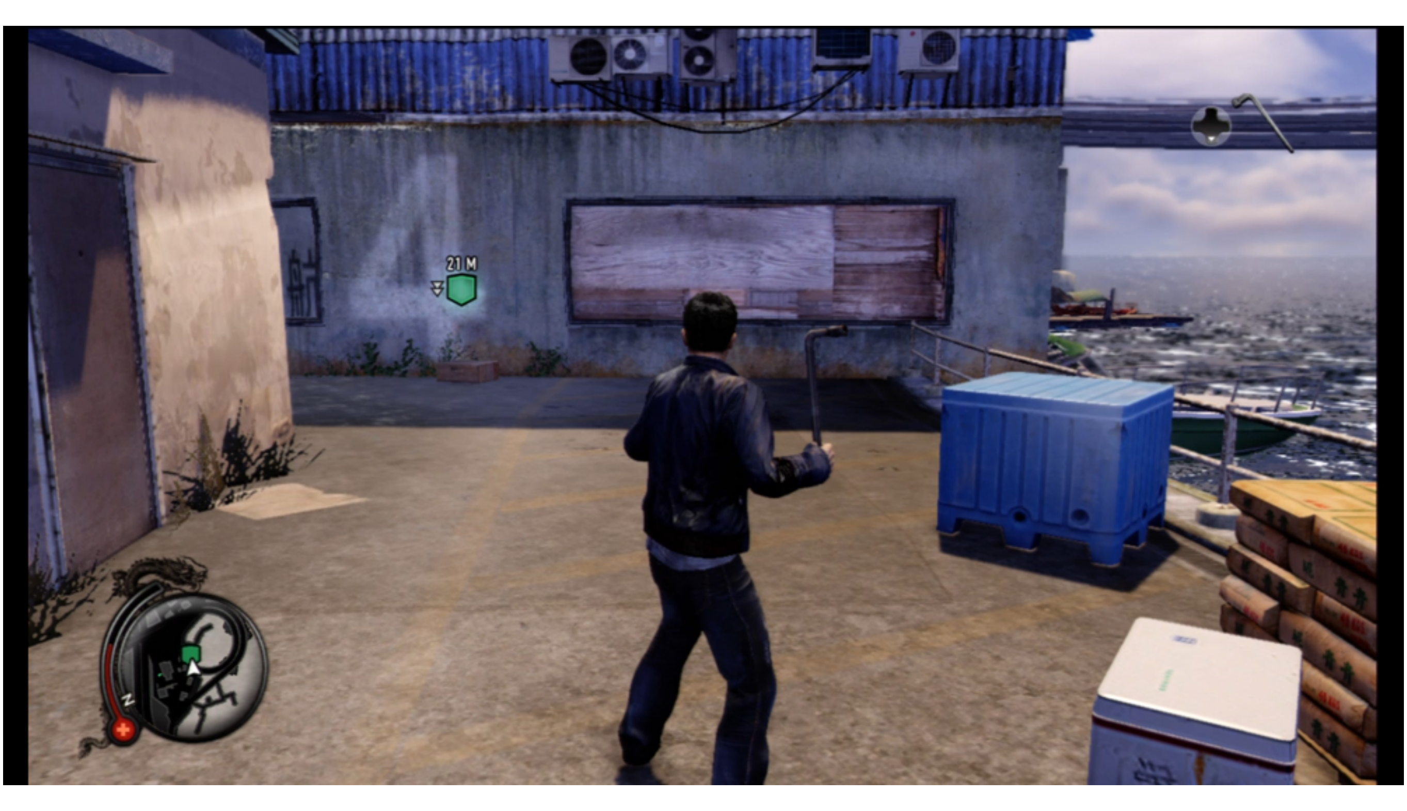


How to Play

Staying Healthy, Staying Strong

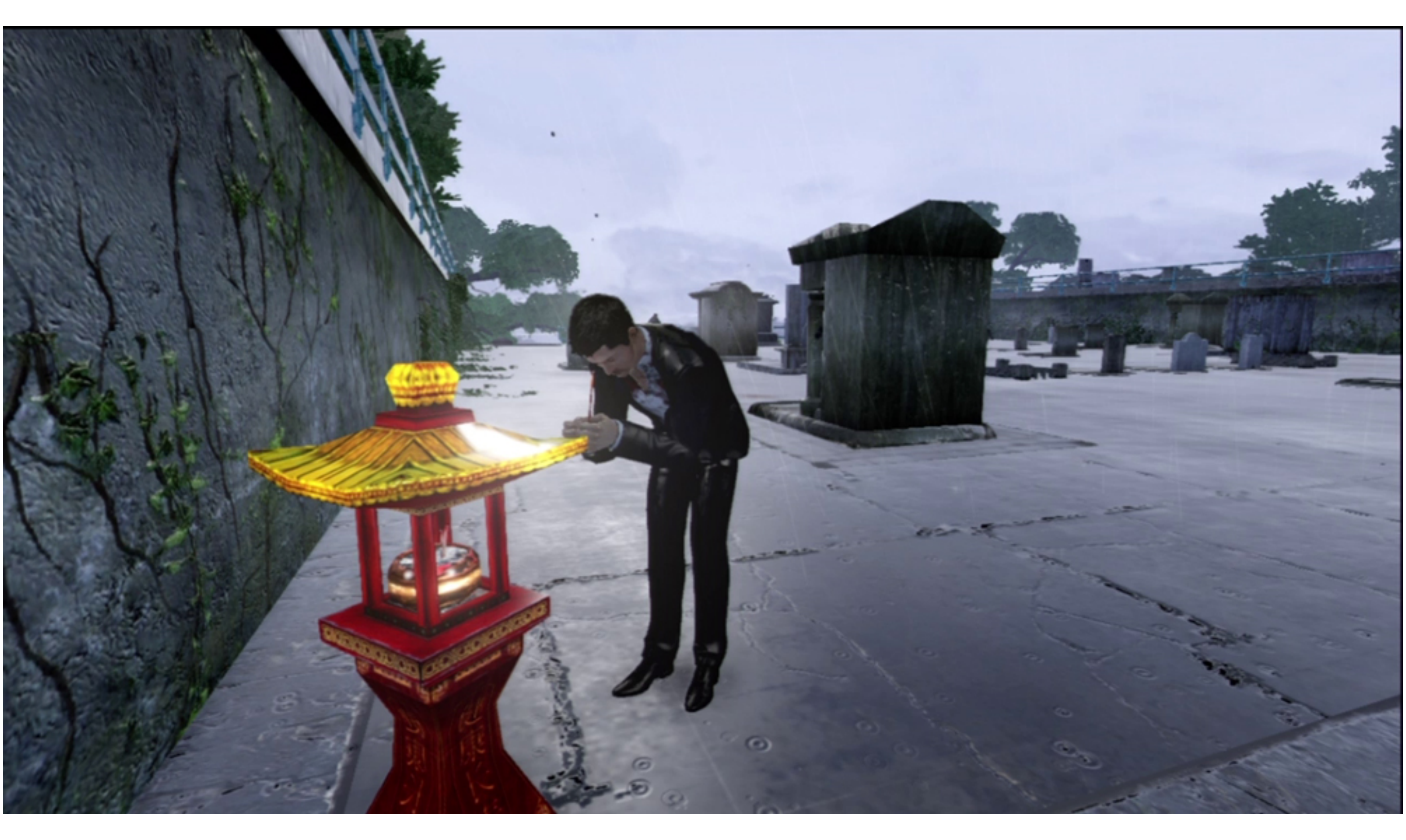
Staying Healthy, Staying Strong

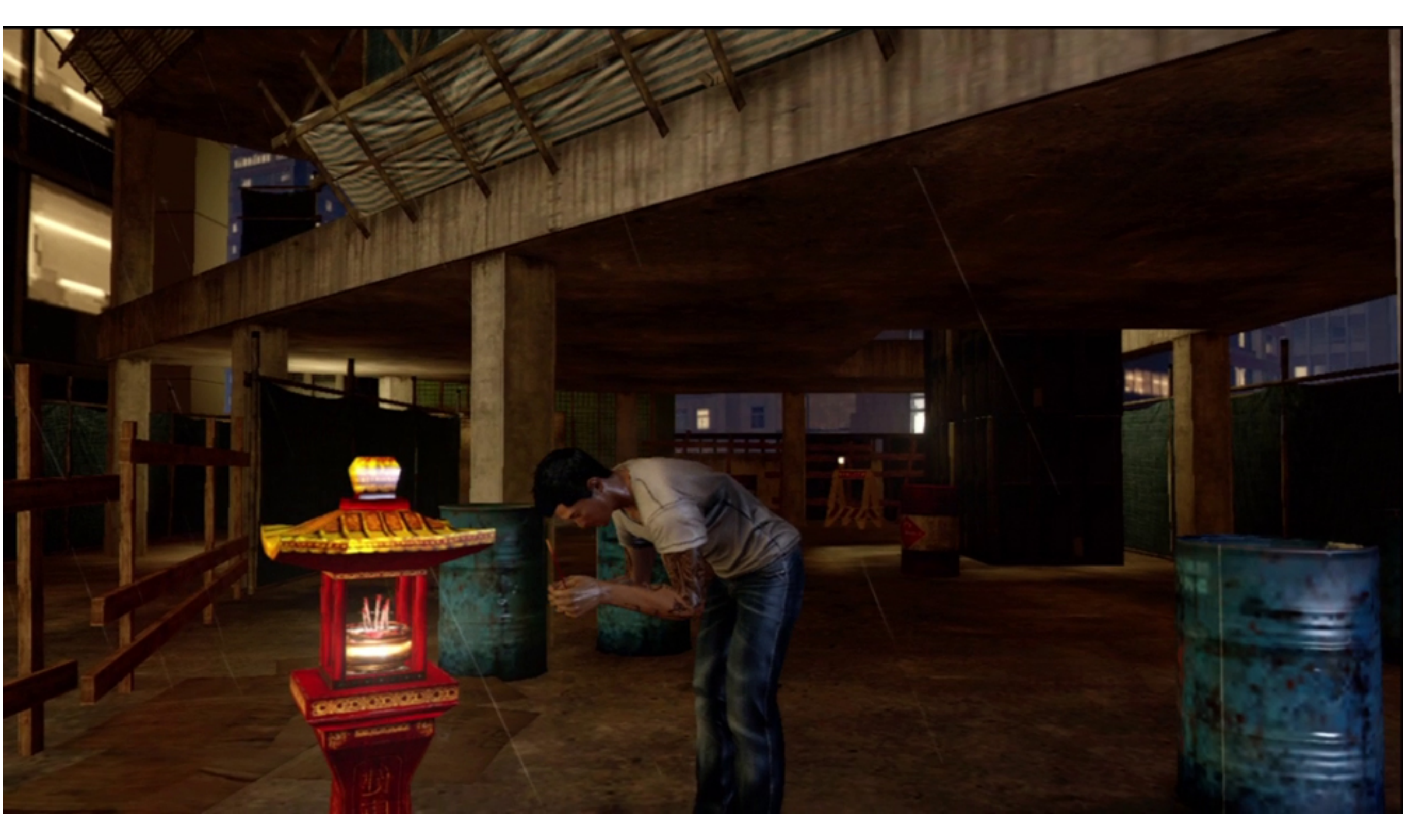
Wei Shen can only take so much damage from attackers before he succumbs to his injuries, but the health system in Sleeping Dogs is a bit more involved than simply taking damage and avoiding it.



As you sustain damage during a battle, your health bar in the lower left corner of the screen decreases. If you somehow make it through a fight by the skin of your teeth, you're not entirely out of luck for the next encounter. Wei Shen naturally regains half of his total health, giving you a buffer for mistakes against the next group of enemies.

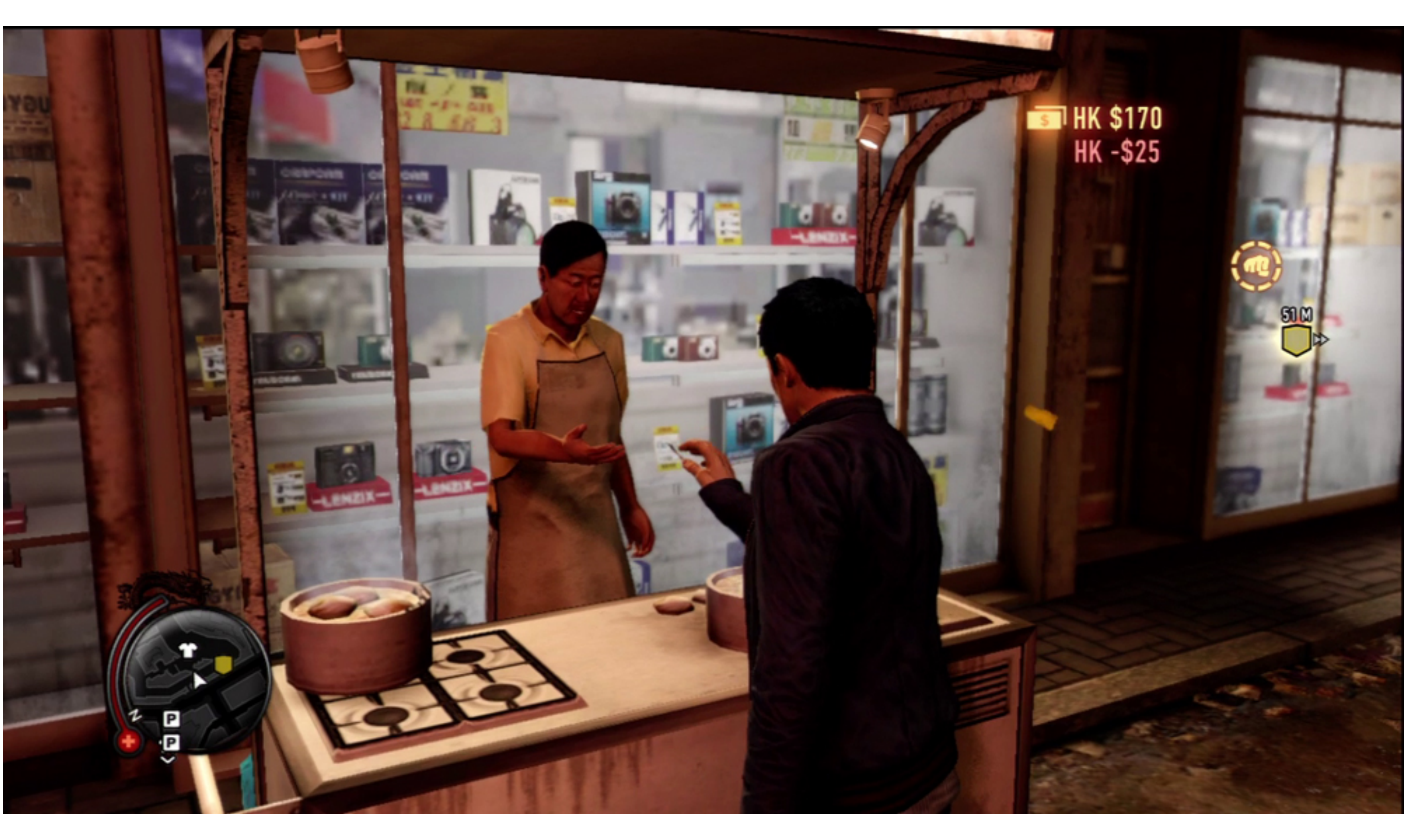
There are ways to improve your total health, as well as how much health you regenerate outside of combat.

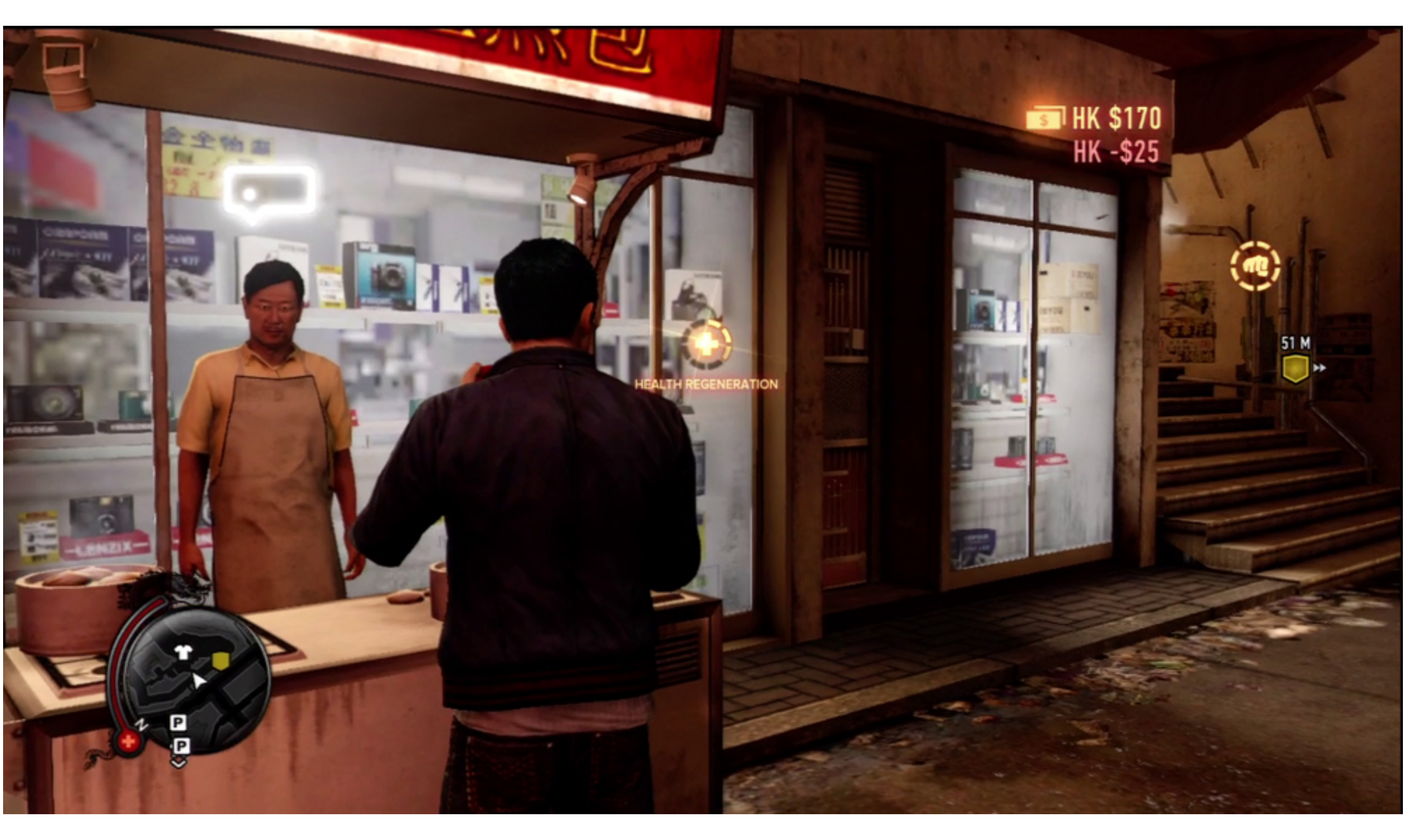




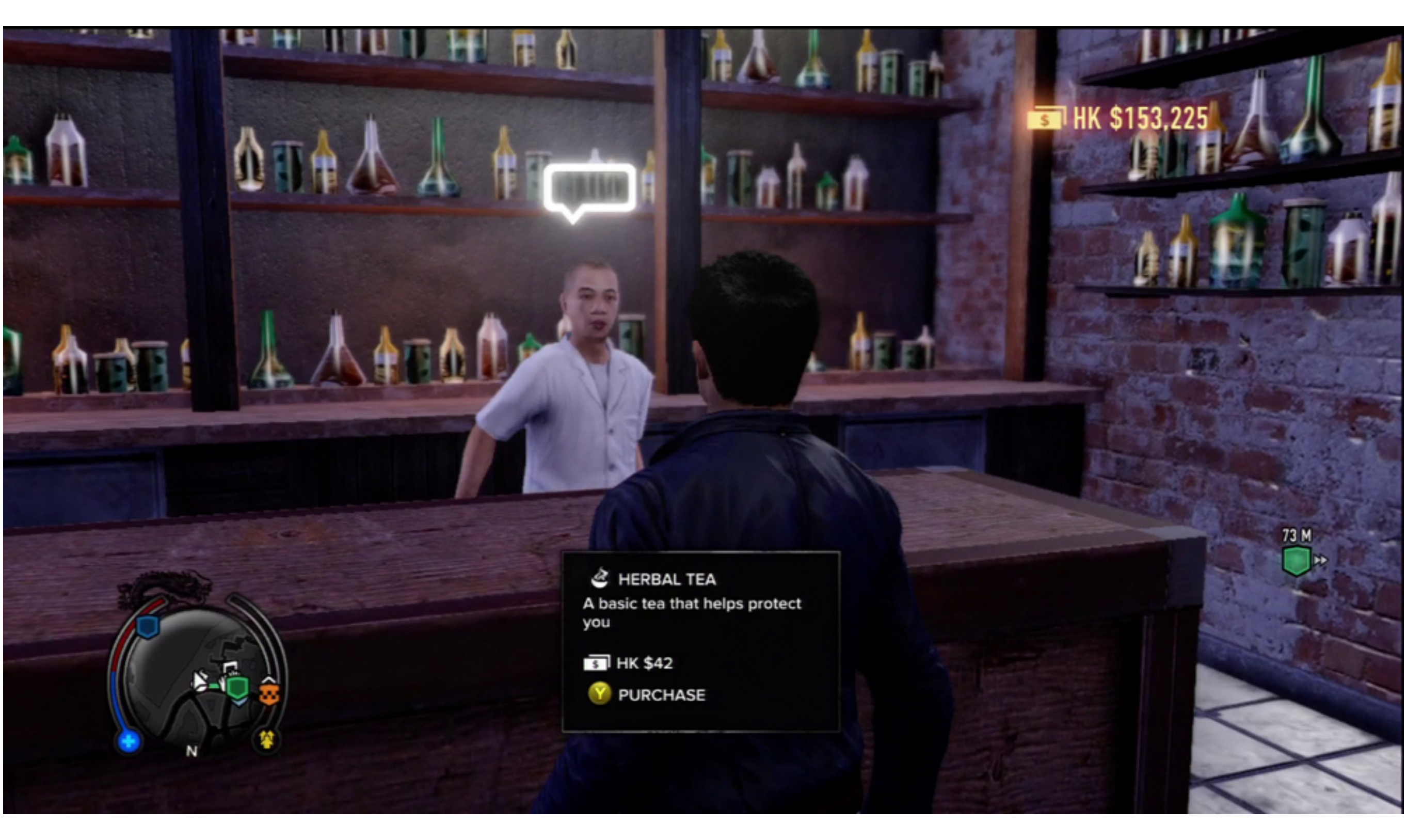
You can locate Health Shrines throughout Hong Kong. Some are in plain sight, whereas others will take some skillful parkour to reach. Locating all fifty Health Shrines can double your total health, so it's a worthy endeavor to pursue. As soon as you get access to all of Hong Kong shortly after the introduction missions, you can start hunting these Health Shrines down.

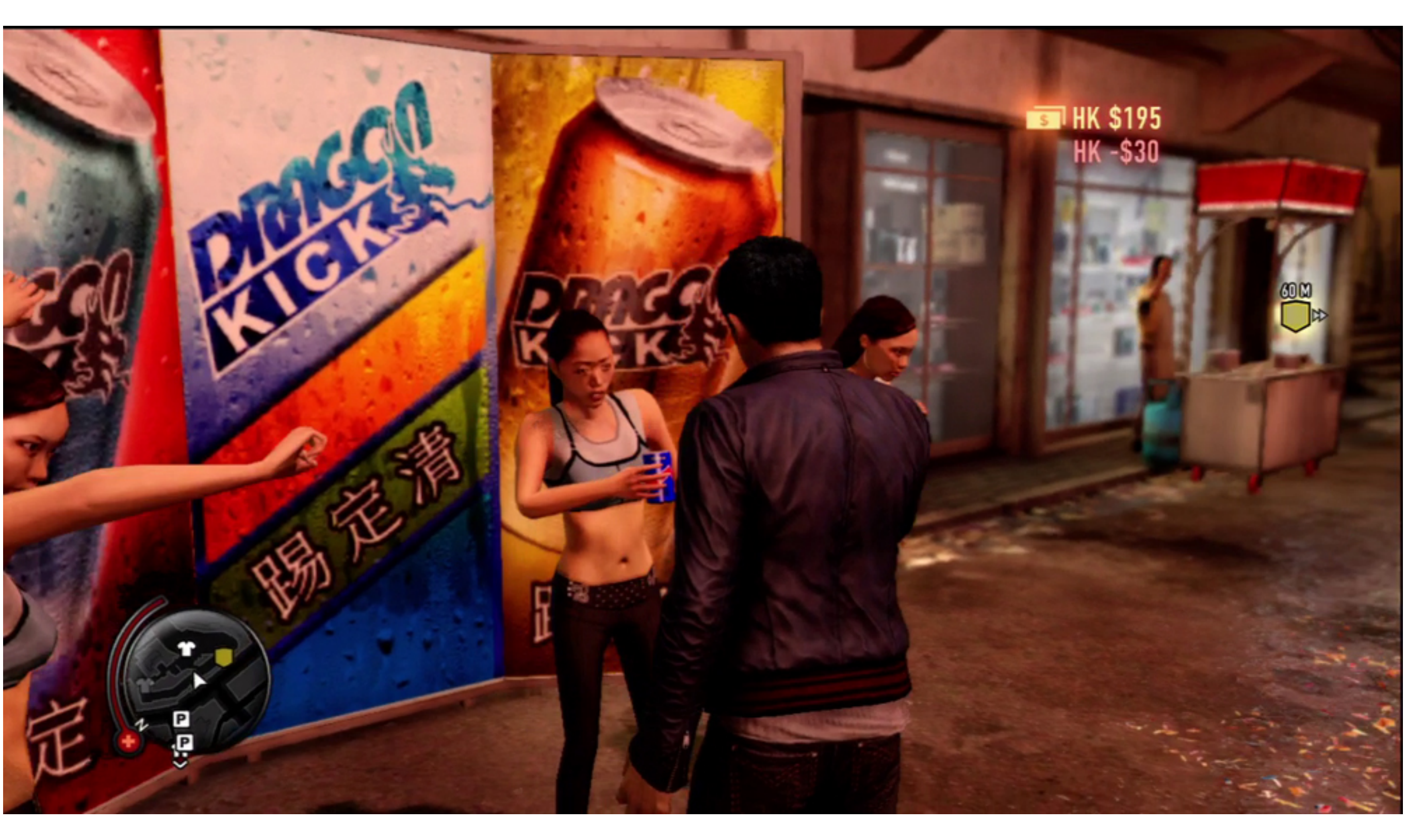
Treating Yourself Right


HK $170
HK -$25
51 M


HEALTH REGENERATION
51 M

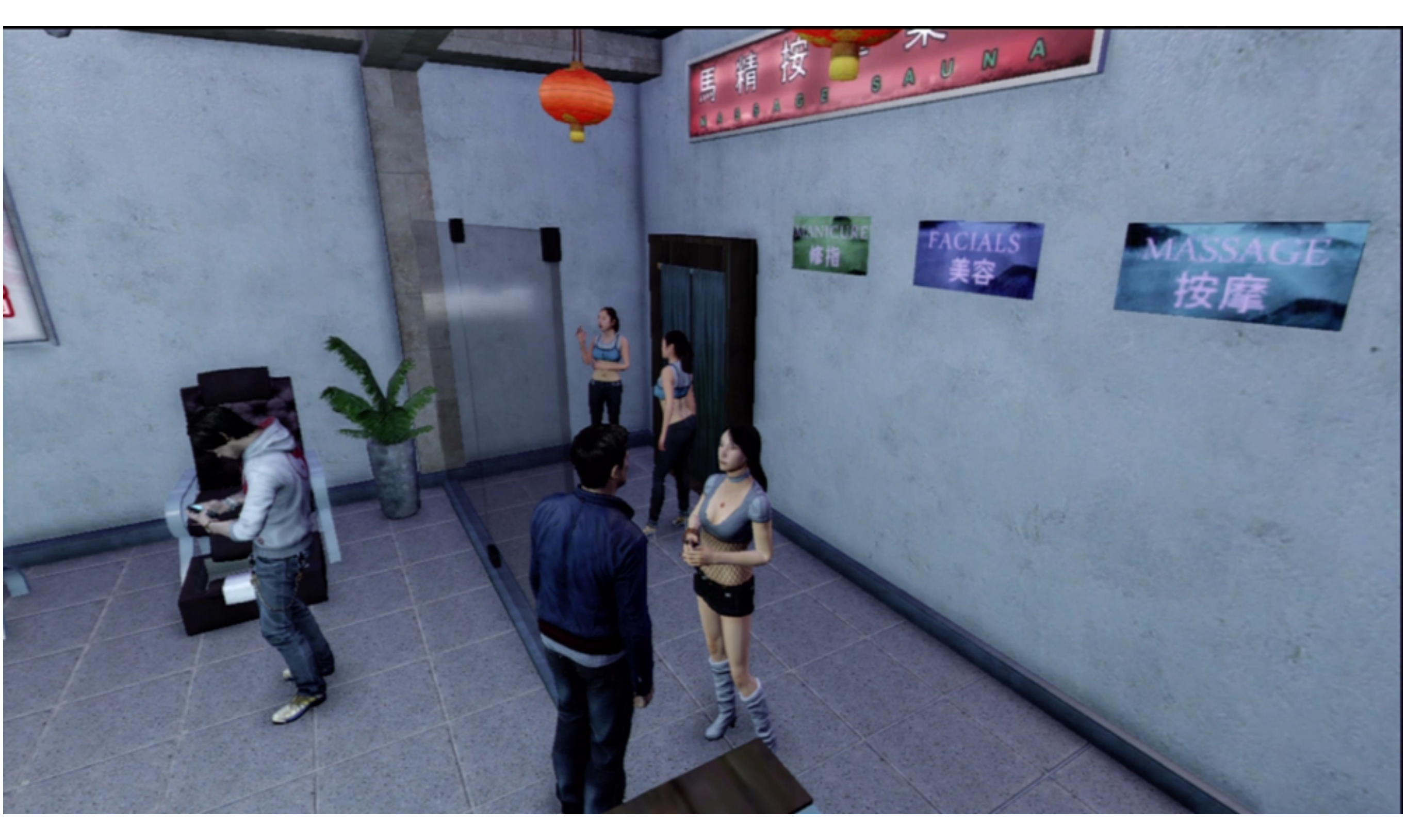
Increasing Wei Shen's total health pool is good, but in order to be able to fully regenerate between every encounter, he's got to eat. Fortunately, there are plenty of places all over the city where you can pull up to a food cart and order a quick meal. Eating restores your health completely, as well as enables full health regeneration for a limited amount of time.


HK $153,225
73 M
HERBAL TEA
A basic tea that helps protect you
PURCHASE


HK -$30
60 M
DRAGON KICK

In addition to foods that offer health regeneration, Wei Shen can visit apothecary stores to drink various kinds of herbal tea, or buy energy drinks from women who are advertising the brand or from soda machines throughout Hong Kong. You can also grab an energy drink from the refrigerators found at your safehouses. Energy drinks improve your overall damage output in melee combat, while herbal tea can provide extra resistance to damage or improve your melee damage.

The great thing about all food and drink effects is that you can have up to three active buffs at any time. It's a good idea to try to go into missions having had a bite to eat, along with some refreshments to wash it down.

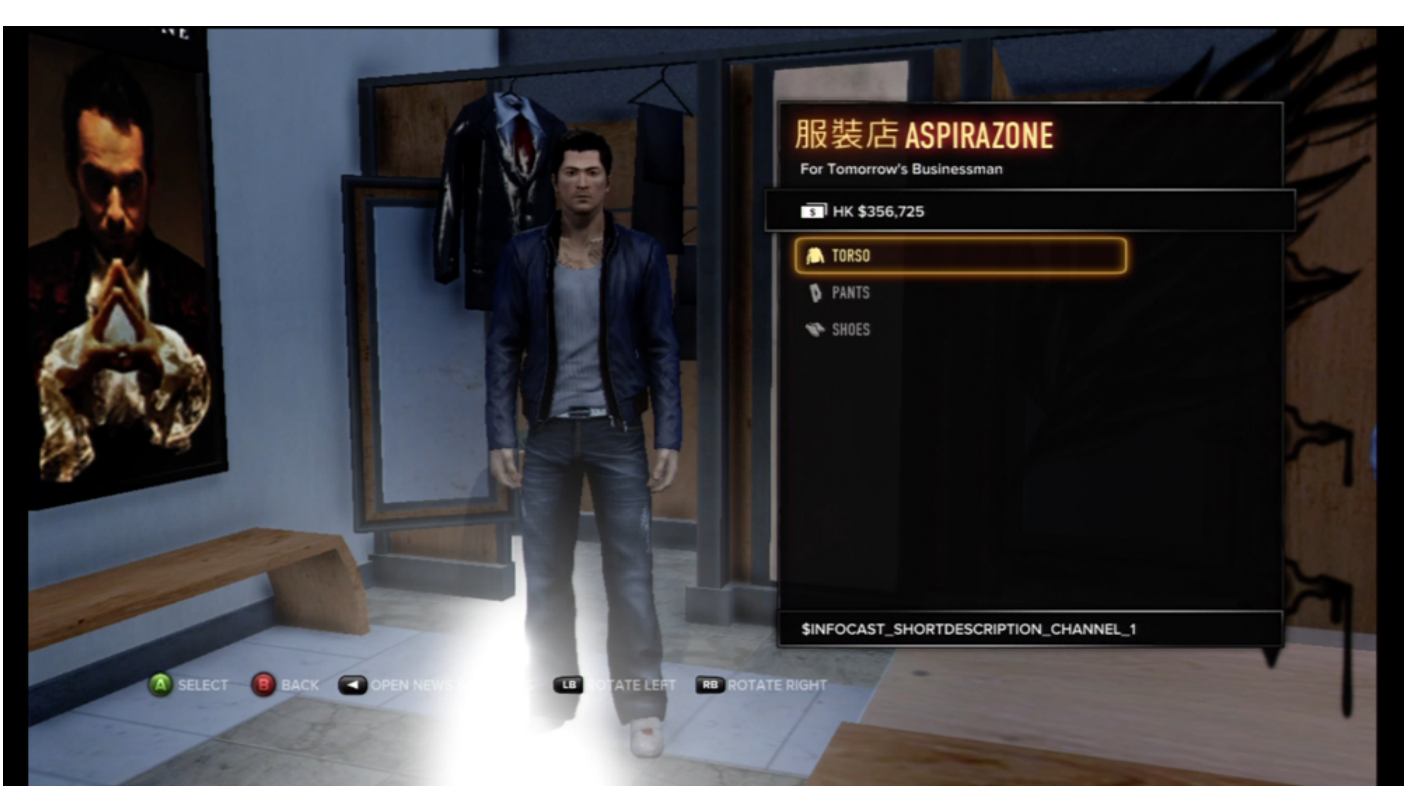

MASSAGE SAUNA
MANICURE 修指
FACIALS 美容
MASSAGE 按摩

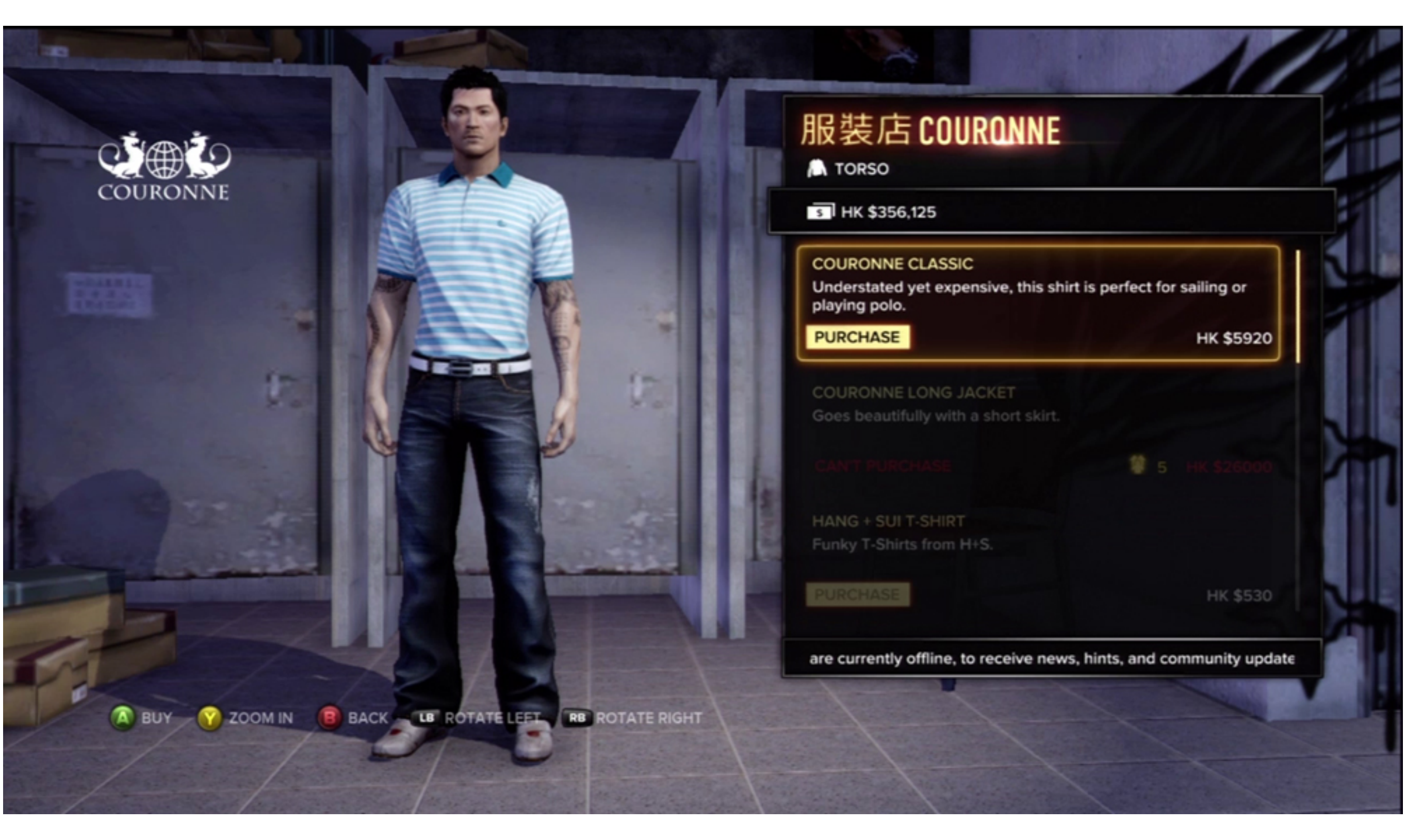
Located throughout Hong Kong are massage parlours, some of which are more legitimate than others. Whether it's a trained specialist or a shady "lady of the night", Massages provide a bonus to your Face generation during a mission, making it easier to fill your meter through your actions in combat.

Tip

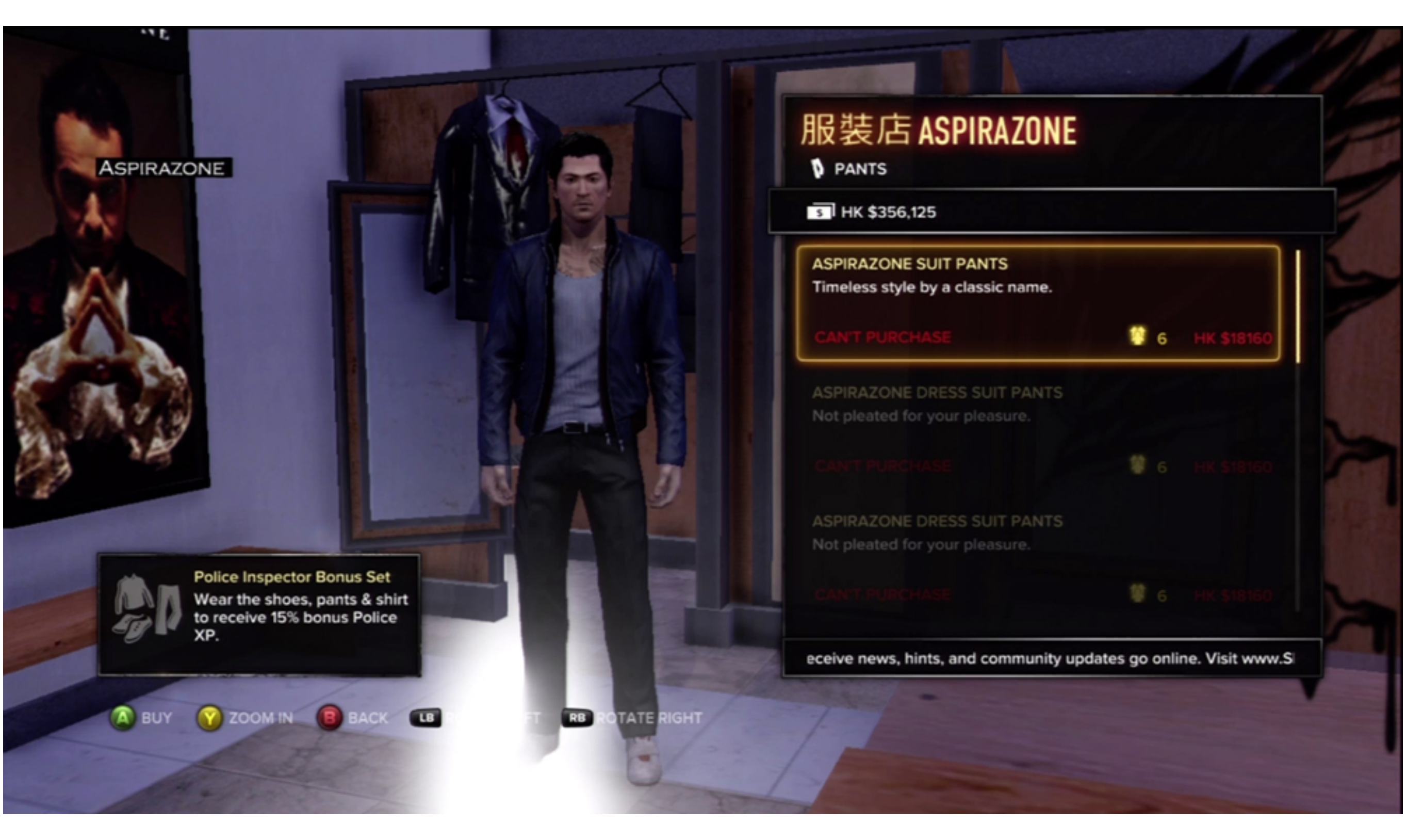
As you gain Face points throughout the game, you can unlock new abilities that improve the effectiveness of all foods, drinks, and massage parlours, making their bonuses last longer.

The Clothes Make the Man


服裝店 ASPIRAZONE
For Tomorrow's Businessman
HK $356,725
TORSO
PANTS
SHOES
$INFOCAST_SHORTDESCRIPTION_CHANNEL_1


COURONNE
服裝店 COURONNE
TORSO
HK $356,125
COURONNE CLASSIC
Understated yet expensive, this shirt is perfect for sailing or playing polo.
PURCHASE
HK $5920
COURONNE LONG JACKET
Goes beautifully with a short skirt.
CAN'T PURCHASE
5
HK $26000
HANG + SUI T-SHIRT
Funky T-Shirts from H+S.
PURCHASE
HK $530
are currently offline, to receive news, hints, and community update
BUY
ZOOM IN
BACK
ROTATE LEFT
ROTATE RIGHT

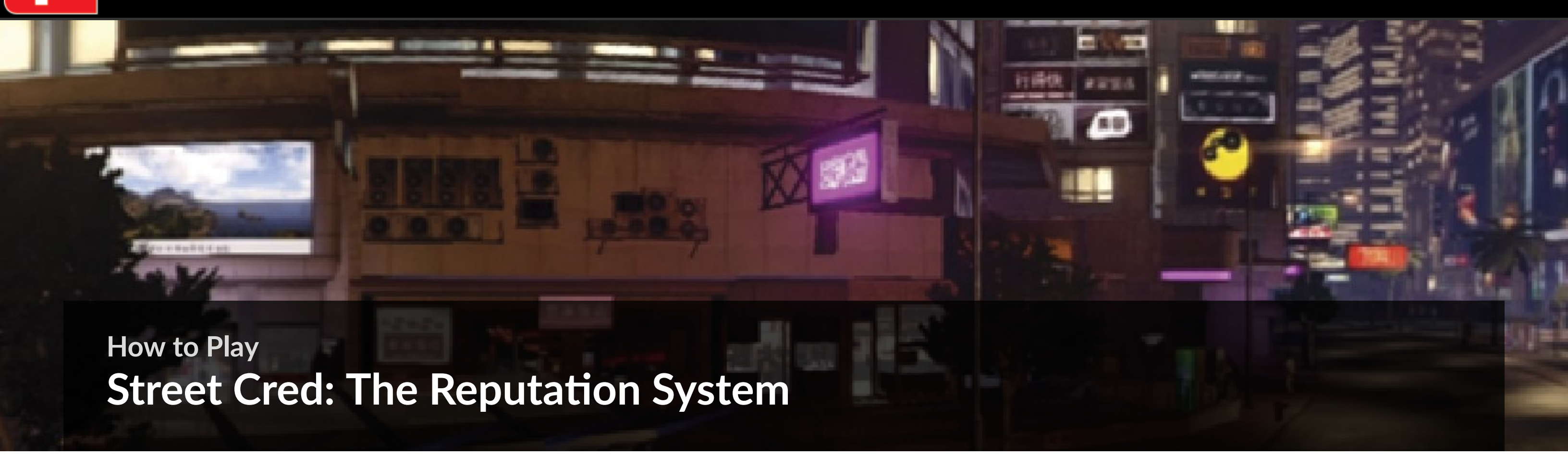
The phrase "dress for success" applies to Sleeping Dogs as well. While the clothes you start the game with aren't bad looking, if you limit yourself to one set of clothes for the whole game, you're missing out on an opportunity to further improve Wei Shen's stats. Certain clothing sets include special bonuses for Wei Shen, such as melee damage increases, Triad and Cop point bonuses, and discounts for purchases at all other stores.


ASPIRAZONE
服裝店 ASPIRAZONE
PANTS
HK $356,125
ASPIRAZONE SUIT PANTS
Timeless style by a classic name.
CAN'T PURCHASE
6
HK $18160
ASPIRAZONE DRESS SUIT PANTS
Not pleated for your pleasure.
Police Inspector Bonus Set
Wear the shoes, pants & shirt to receive 15% bonus Police XP.
eceive news, hints, and community updates go online. Visit www.S
BUY
ZOOM IN
BACK
ROTATE RIGHT

While shopping at any of the clothing stores in Hong Kong, pay attention to see if the clothes are part of a set. If you buy and wear the all of the items in that set, you receive that bonus. Players interested in every advantage they can get will want to invest in the sets that provide bonuses, especially because the clothing set bonuses stack with your food buffs! It's not entirely necessary though, and it's totally possible to beat the game wearing whatever you please.

Note

Certain missions require you to wear certain sets of clothes that are provided for you.



How to Play

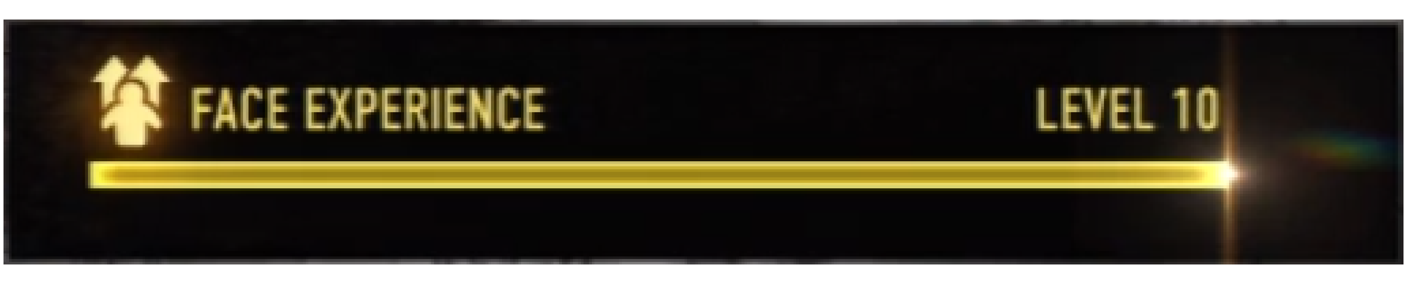
Street Cred: The Reputation System

Street Cred: The Reputation System

Face

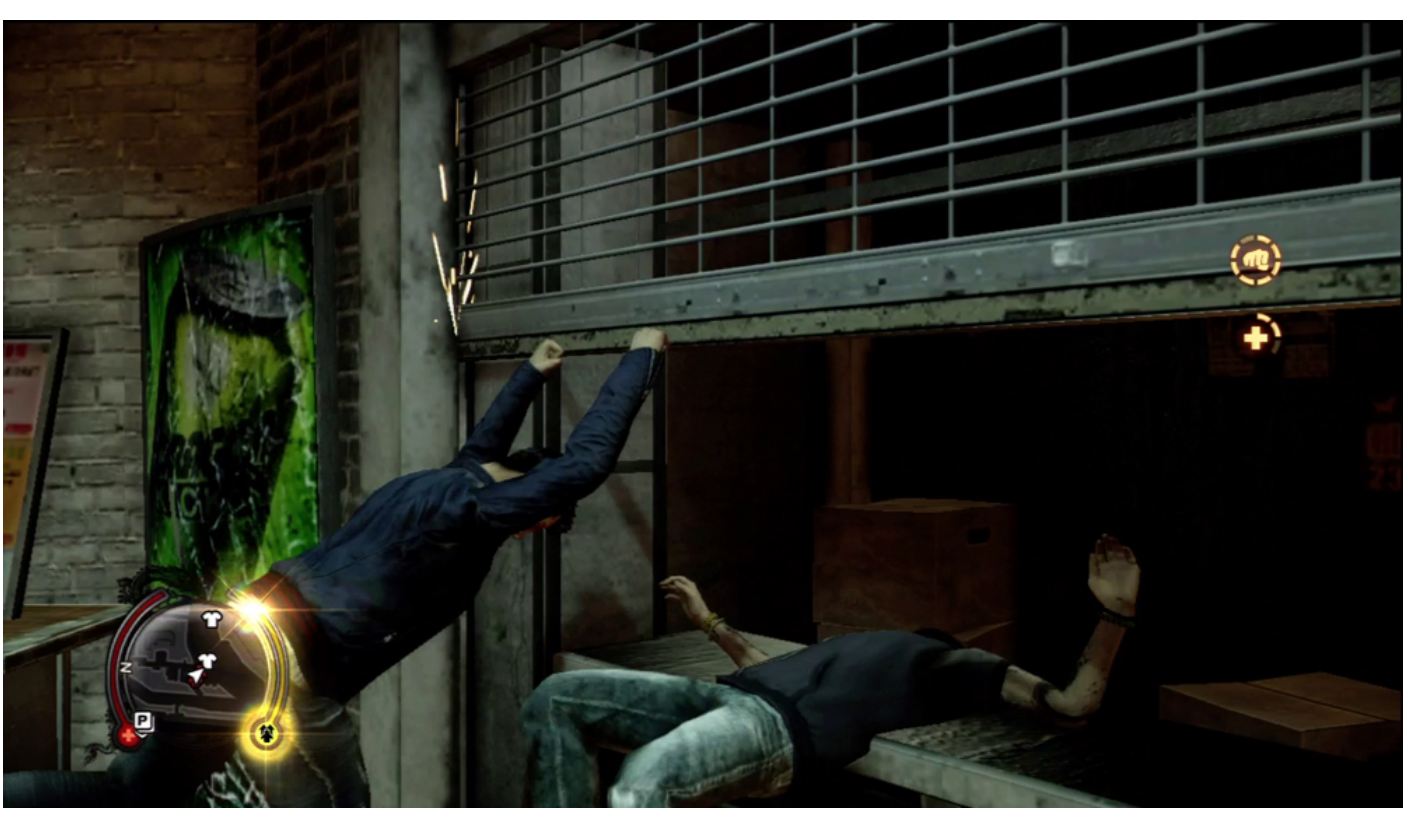
Face is the measure of your overall reputation and level of intimidation you wield over those surrounding you in and out of battle. It's earned and counted in two distinct ways, both of which have special effects on your overall gameplay.

Face Points and Upgrades



After every mission you successfully accomplish, you are awarded Face points. These points go towards Face Upgrades, which affect combat skills and the effects food and drink have upon Wei Shen. Ultimately they can provide significant discounts at every vendor, food stand, and car dealer in the city as well.

Face During Combat

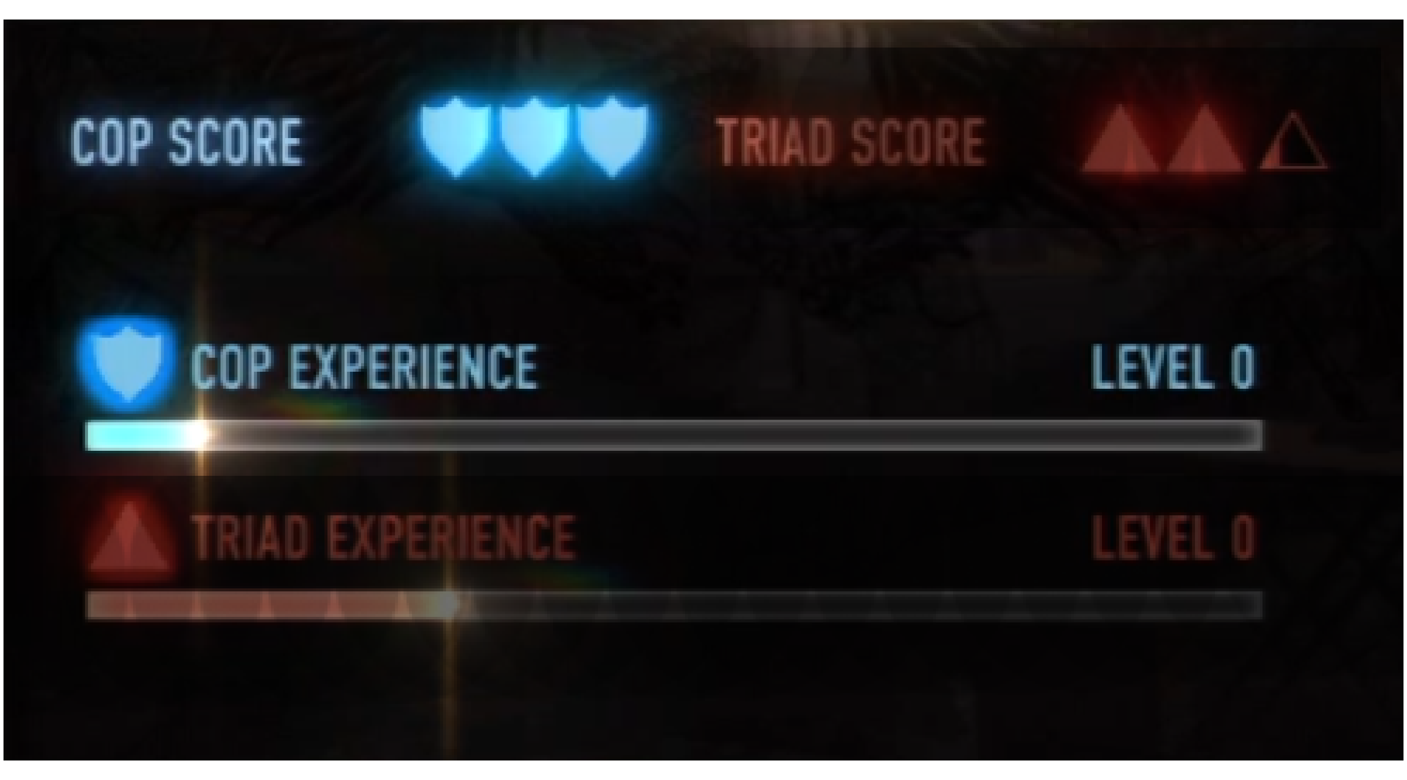


Early into the story, you unlock Wei Shen's Face Meter, which appears next to the mini-map opposite your Health Meter. The Face Meter increases with every opponent you defeat in combat, and the amount changes depending on how brutal you are at dispatching opponents. When the meter fills, enemies can cower before Wei and become easier to disarm. New effects from a full Face Meter are unlocked as you gain higher Face Upgrade levels.

Cop and Triad Reputation

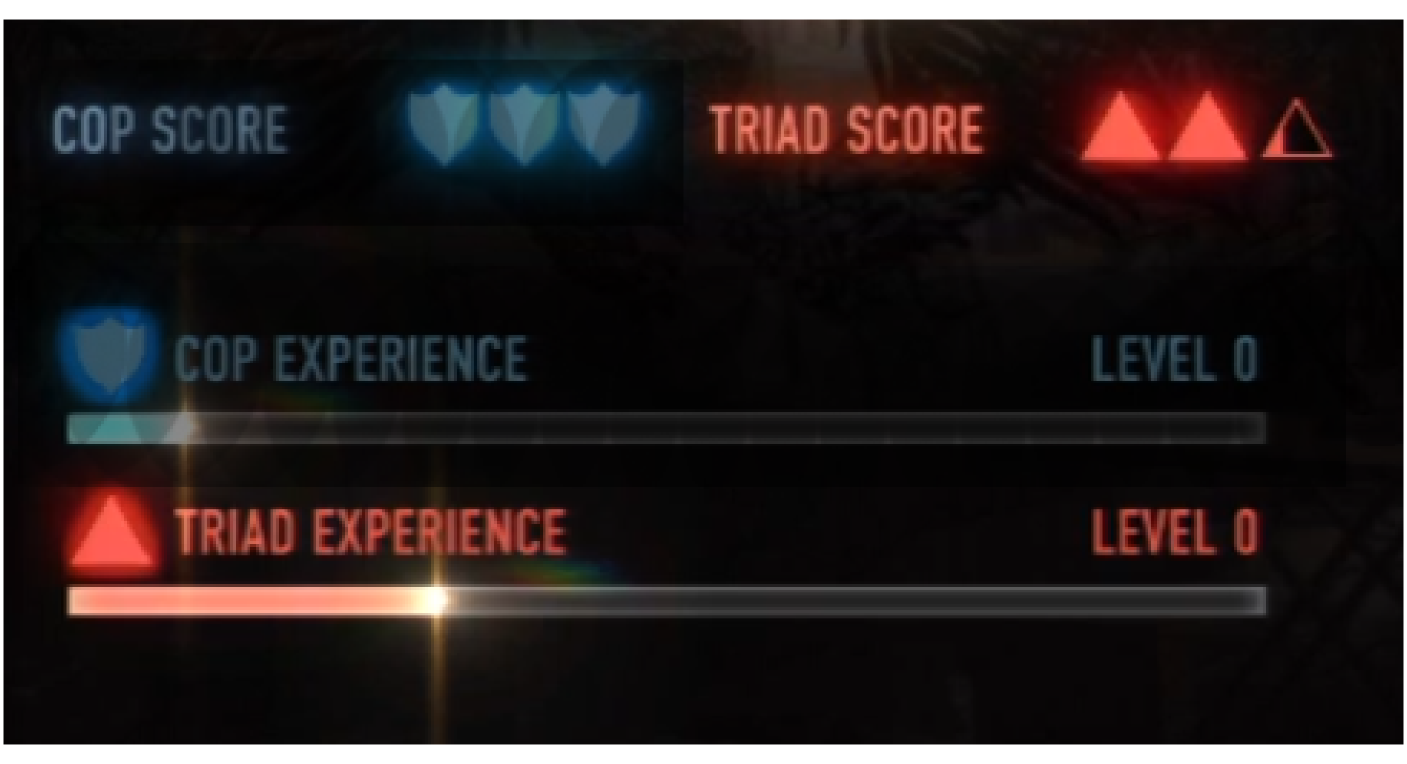
There are two major factions you deal with throughout Sleeping Dogs: Cops and the Triad. Your actions determine how many points you earn for both factions at the end of a mission, which go towards specific upgrades representative of both factions. These two forms of points are earned very differently.

Cop Points



At the start of any mission, you have the full amount of Cop points that can possibly be awarded for that mission. This reward is reduced for injuring or killing civilians or police officers, as well as by causing property damage. You even lose Cop points for being clumsy during chases on foot, such as running into people and obstacles as you navigate towards your target. It's impossible to earn back Cop points that you've lost, so it's imperative that you pay attention to your surroundings to avoid any unnecessary mishaps.

Triad Points



Every mission starts you off with no Triad points earned. These points are gained primarily by defeating opponents in combat. You can increase how many points you earn by being more brutal and stylish in combat, while also avoiding damage as much as possible. Using successive Counters, environmental hazards, or melee weapon takedowns on enemies provide Triad point bonuses that increase with each successful use or execution of these things. You can also receive a Triad point bonus for successive headshots in firefights.

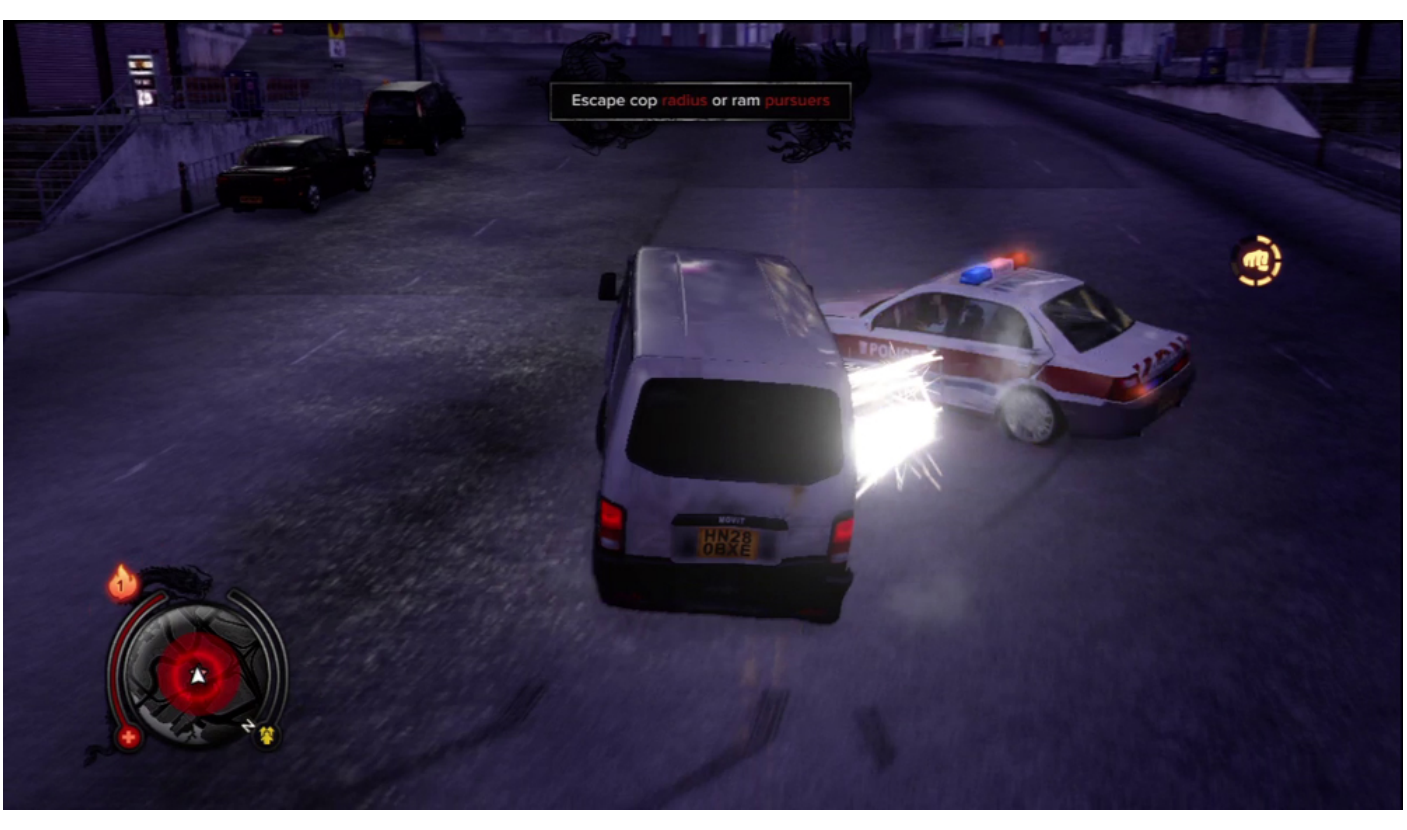
You might think that you will have to sacrifice one form of reputation to maintain or gain another, but this is not the case. By displaying some finesse, it is totally possible to play through a mission, retain the majority of the Cop points you start with, all the while racking up a large amount of Triad points by taking advantage of the full extent of Wei Shen's arsenal and unleashing it on your Triad enemies. It's important to maintain this level of measured aggression, as the Cop and Triad Upgrades are all incredibly useful.

Beating the Heat

ELECTRONICS
POLICE

Whenever you commit a crime, there is a chance that an HKPD officer in the area witnesses it and begins to pursue you. Because of the secretive nature of Wei's assignment, the average officer only sees Wei as another gangster and will take action accordingly.

Pay attention to your mini-map. Any officers on foot are displayed with blue icons, with their perception radius displayed around them. Keep in mind, you can still get away with petty crimes inside that radius if they don't actually see them happen, and if they don't involve gunfire. If there is shooting, officers will call for back up.



The Heat system consists of five levels of escalation. At level 1, the HKPD would prefer to arrest Wei, and they are not as aggressive, avoiding lethal force. By level 3, the HKPD will begin to use firearms, though they will still try to cuff Wei to bring him in. At level 5 Heat, arrest is no longer an option they wish to exercise. SWAT will be deployed, and heavier firepower will be leveled at Wei.

Escaping the cops will require you to escape their dragnet, displayed on the mini-map as a red sphere of influence in the city. You might be able to outdrive the HKPD at Heat level 1, but at higher levels you'll need to get creative. Stunt jumps can help you evade their sight. One Cop Upgrade allows you to lose Heat by Action Hijacking another vehicle. Drag pursuit units into tight alleys and try to break free while they crash into each other as they attempt to keep up. You can even resort to ramming HKPD vehicles off the road, though this is only a safe option at Heat levels 1 and 2. At higher levels, the HKPD use of firearms makes this a risky proposition.

Resorting to overt violence, such as hand-to-hand combat or the use of firearms, does not pacify the police. If anything, you'll get slapped with another Heat level! To escape the cops, you'll have to avoid killing or harming them as much as possible. After all, Wei Shen is still an officer of the law, right?

Upgrades

Upgrades

Upgrades

Wei Shen starts his assignment with enough basic skills to see him through his early missions for the Sun On Yee. As things get more complicated, however, you will need every edge you can muster in order to survive more complex assignments against increasingly larger numbers of opponents.

Enter the Upgrade system. Using a combination of Face, Cop, and Triad points, as well as items hidden throughout the city, Wei Shen can be transformed from a fairly competent fighter to a bone-breaking nightmare that will haunt the dreams of survivors in his wake. He also just happens to have convenient access to shotguns in the back of any police cruiser he comes across.

There are five separate upgrade categories in Sleeping Dogs: Cop, Triad, Melee, Face, and Health. This section will break down each category's offered upgrades, and explain in practical terms how they are useful.

Cop Upgrades

Using Cop points earned after every mission, there are two distinct paths to follow in the Cop Upgrades. The upper route has an emphasis on surviving a gun battle, while the lower path has many useful abilities related to vehicles. Remember that Cop points are not something whose award amount you can increase during a mission, but they can decrease based on reckless actions on your behalf. If you want to ensure you get enough Cop points to eventually unlock all of the abilities, you'll need to keep civilian casualties and property damage to an absolute minimum on missions where Cop points are at stake.

Starting Ability: Smartphone

Your smartphone is the first tool you are given by your superiors in the HKPD, and it contains everything you need to crack safes, hack Spy Cameras, take photos, manage your contacts, and set up dates with women. Basically, it is a phone any supercop needs to bring down a Triad in our busy society. You are routinely sent text messages from your Triad friends as well as your superiors in the HKPD, cluing you in to new jobs. As you complete missions, you also receive files that provide more information about the characters you meet during the course of the story, as well as some detailed background information about Wei Shen himself.

Upper Tier 1: Fast Disarm

Early into the first act of Sleeping Dogs, you don’t run into many situations where the bad guys come equipped with guns. That doesn’t make this a useless ability. In situations where you need a gun, but the only one close to you happens to be in the hands of a thug, the ability to quickly take that gun away from him can be the one thing that saves you.

Lower Tier: Slim Jim

This should be the first Cop Upgrade you purchase early in the story. The Slim Jim allows you to quickly break into any parked vehicle, avoiding the mess of having to break a window. That, in turn, prevents guaranteed pursuit from nearby police officers once they hear the glass breaking. It also prevents alarms from going off.

Upper Tier 2: Slow Motion Follow-Up

Building upon the Fast Disarm, Slow Motion Follow-Up enables bullet time after a disarm if you aim the weapon immediately. This is incredibly useful at maintaining the initiative in a firefight, giving you a chance to pop some heads while moving towards cover.

Lower Tier 2: Action Dismount

Depending on your play style, this ability may not seem initially too useful. For starters, it requires a gun to even use. How cool it is can't be argued. It's one of the ultimate action movie hero abilities! Drive as quickly as you can in a vehicle, and then make a hasty exit. Wei can then use his firearm to explode his old ride, which is a good way to smash through a roadblock or lose some persistent pursuers.

Upper Tier 3: Recoil Compensator

This lowers the recoil of all guns, making it easier to fire rapidly at enemies. A simple but effective upgrade for the later missions, where guns become a more common factor.

Lower Tier 3: Action Hijack Reduced Heat

The Action Hijack is awesome, and this Upgrade adds some extra utility to it, reducing your overall Heat level for successful use of this skill. Evading the HKPD, particularly at higher levels of Heat, can be a very frustrating affair. Their drivers are persistent, and their presence is seemingly everywhere. Couple that with their willingness to go lethal at high Heat levels, and you've given yourself a rough predicament to escape from. Just make sure you don't Action Hijack something that is significantly slower than what you're currently driving!

Upper Tier 4: Increased Focus

This ability adds more bullet time both after you disarm a gunman as well as when you vault over cover while aiming a pistol. The only thing bad about this ability is that you will unlock it somewhat later in the game, but it's one of the most important Cop Upgrades available.

Lower Tier 4: Increased Ramming Damage

Another useful upgrade! During chases where guns are not available, your best weapon is your vehicle itself. This boosts how much damage each Ram Attack does to any vehicle on the road.

Upper Tier 5: Overpressure Ammo

Of the two Tier 5 Cop Upgrades, this one has the most immediately useful benefit. Increasing the damage done with any weapon you come across will help you bring down targets quicker, which is especially useful for the later battles in the game that place you against extremely long odds.

Lower Tier 5: Police Trunk Key

Depending on your mission performance, by this tier in the Cop Upgrades you may or may not be forced to decide between this ability and Overpressure Ammo. In terms of overall usefulness, there are not too many situations over the course of any of your assignments that will require you to break into a police car's trunk to acquire some weapons. That doesn't mean it can't be useful!

Triad Upgrades

This upgrade tree focuses more on getting your hands dirty up close and personal. Armed with blades, or just with fists, the Triad Upgrades help turn Wei Shen into a melee powerhouse who resists taking damage while causing more of it himself. Unlike Cop points, you start every mission with zero Triad points, and you're required to put on a good and brutal show against hostile gang Triad members in order to receive any of these points. Environmental hazard takedowns, Counters, and avoidance of damage during battle are only some of the ways that will help you earn Triad points.

Starting Ability: Counter

This is it, your ultimate answer to every single melee attack thrown your way. If you are ever in a situation where you are surrounded by enemies, and you can't seem to get any of Wei's other martial skills to land hits on opponents, simply stand your ground and let them come to you. When their attacks are about to hit, press the Counter button and watch Wei go to work. Counters vary depending on the attack they are intercepting, the health level of the opponent, and even the direction they come from, but the result is generally the same: you stop their attack and hurt them in return for having thought to attack in the first place. The timing is precise on Counters. Pressing the Counter button too early will have Wei fail to Counter the attack, leaving him vulnerable to multiple blows before he can recover.

Upper Tier 1: Strike Damage Bonus

The first tier of Triad Upgrades has you make a choice based on your preferences. Do you believe that the best defense is a good offense? If so, make Strike Damage Bonus the first of your Triad Upgrades. Ideally, you shouldn't be getting hit too much, if at all, during unarmed combat due to your Counters. The Strike Damage Bonus helps greatly during early missions, and the gift keeps on giving throughout the rest of the game.

Lower Tier 1: Strike Resistance

Unless you're playing perfectly, it's inevitable that the enemy is going to sneak in a few hits on Wei. Early in the game, your health pool is fairly low, which compounds each slip up you make. It's not a bad call to pick this as your first Triad Upgrade if you feel you're getting beat up too much in a fight.

Upper Tier 2: Surprise Exchange

This ability allows the player to get behind a locked on opponent during a melee, opening them up to receive a quick combo. This is a good way to stay on the offensive, particularly against enemies who know better than to block your hits with their face.

Lower Tier 2: Rising Kick

Rising Kick makes it possible for Wei to go on the counterattack almost as soon as he's knocked to the ground. Press the Strike button when downed to cause Wei to lash out at nearby enemies. This is a good way to give yourself some breathing room to work with during a pitched melee.

Upper Tier 3: Melee Weapon Sprint Attacks

Aptly named, this allows Wei to use sprinting attacks with melee weapons. Any situation where you manage to disarm an enemy of a knife or cleaver is an opportunity for you to do grievous damage while closing the distance rapidly.

Lower Tier 3: Melee Weapon Resistance

Unarmed enemies hurt when they land their hits, but tire irons and meat cleavers do far more damage and open Wei up for even greater injury while he tries to recover. This upgrade takes some of the bite out of melee weapons, but it does not remove or lessen the importance of Counters to your fighting method.

Upper Tier 4: Charge Kick Follow-Up

A Heavy Strike is powerful, but typically is slow to execute, and can't combo off of itself. This allows Wei to add a second hit after a lone Heavy Strike, which is a good way to flatten most basic thugs you're up against.

Lower Tier 4: Counter Recovery

This is one of the best Triad Upgrades available for players who feel they are missing the timing of Counter attempts by being far too early. Wei will exit the Counter stance much sooner, which gives players another buffer for any errors they make.

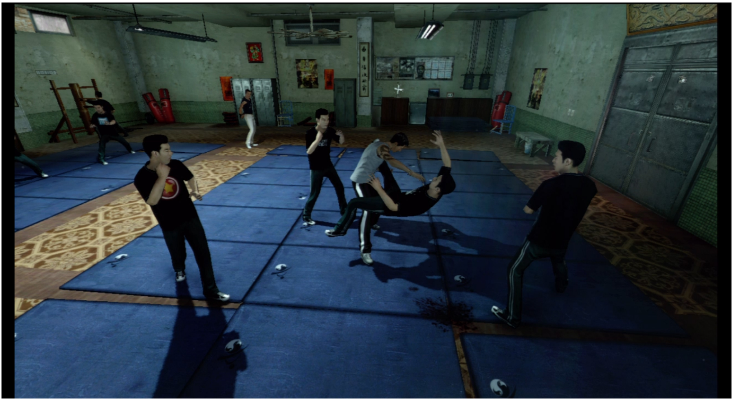
Upper Tier 5: Melee Weapon Boost

You don't get to keep melee weapons on you at all times, and when you do get one, it's usually for a very limited time. This boosts not only how much damage they cause, but also how long they survive repeated use.

Lower Tier 5: Climbing Elbow Strike

By grabbing a stunned opponent, you can devastate your chosen target with a powerful melee attack.

Melee Training



Early in the story, Wei Shen becomes reacquainted with Sifu, his former martial arts instructor from when Wei's family lived in Hong Kong. This begins one of the most important side quests in the game: the retrieval of eleven Jade Statues for Sifu's display at his school. This is the only way you are able to access the upgrades in the Melee Training tree, but it's completely worth the effort required. Some of Wei Shen's most brutal and useful techniques are unlocked only from these upgrade paths, so it's an excellent idea to find all of the statues.

The catch is that not all of the statues are available in the open world for easy access. Some can be retrieved during specific missions. In those instances, the statues will be called out directly in the walkthrough.

Starting Tier: Sweep Kick

Command: Light Strike, Heavy Strike

The Sweep Kick is your first move taught by Sifu, and it makes for a very useful technique to have during the early parts of the game. This can catch thugs off guard and floor them, giving you an opportunity to pick them up off the ground and finish them off more easily. More experienced fighters may be able to evade or block this technique, so be prepared to react and Counter them.

Upper Tier 1: Charge Knee Stun

Command: Light Strike x 2, Heavy Strike

A great tool to have in the box no matter what the situation may be, landing the crucial third hit to this combo places opponents in a stunned state if they failed to block it. It takes opponents several seconds to recover from this blow, meaning that it can be used to temporarily take one enemy out of the fight while you turn your attention elsewhere.

Lower Tier 1: Tackle Strike

Command: Sprint at enemy, Grab, Light Strike

This is a solid way to bring down tougher enemies. Even if the Tackle Strike itself doesn’t finish them off, you’ll be able to pick them up off the ground to give them another pounding of your choice. Be careful with the heavyset Grappler enemy types, as they don’t necessarily respect your attempts to bring them down to the ground and will try to reverse or evade the tackle.

Upper Tier 2: Stun Strike Follow-Up

Command: Light Strike x 2, Heavy Strike, Light Strike

Improving upon the Stun Strike, the follow-up is a front kick that drops the stunned victim to the ground in a hurry, causing heavy damage. This is a good way to get rid of any opponent, especially the Grapplers, who struggle to guard against strike combos.

Lower Tier 2: Leg Break

Command: Grab, Light Strike, Heavy Strike

The first break move you can learn is a doozy. Easy to perform, you might find yourself often using its additional property of forcing nearby enemies to wince in sympathy for their friend who just earned himself months on crutches. You gain a large amount of Face for executing this move, and wincing enemies are not blocking enemies, giving you a momentary opening.

Upper Tier 3: Spinning Heel Kick

Command: Light Strike x 3, Heavy Strike

This combo allows you to hit multiple enemies in front of you during the fourth hit. The roundhouse kick at the end of the combo travels a wide, sweeping arc in front of Wei, damaging and knocking over weaker thugs. When you're being swamped from in front, this is a good move to use in an attempt to break out from a mob of goons into more open pastures.

Lower Tier 3: Disarm Tackle

Command: Sprint at enemy, Grab

This is one of the most useful Melee Upgrades in the game, and it's not a bad idea to make a beeline for it in terms of how you spend the early Jade Statues on Sifu's training. This allows you to immediately disarm any opponent you tackle, making it reasonable to actually charge at a gunman in order to take his weapon and turn it on his friends.

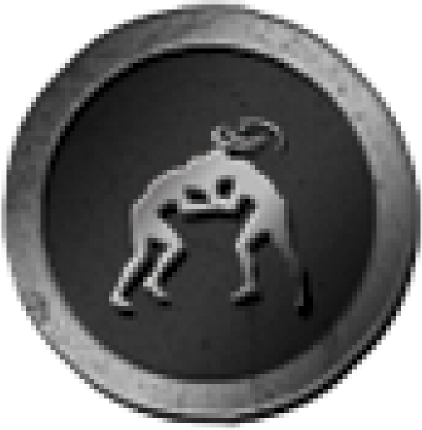
Upper Tier 4: Jumping Power Roundhouse Kick

Command: Light Strike x 4, Heavy Strike

This powerful combo is especially useful against Grapplers, who have great stamina but terrible defense against Strike combos. Its relative length compared to other moves makes it somewhat risky to attempt when surrounded by large groups of enemies, and certain opponents can even interrupt this lengthy combo.

Lower Tier 4: Stun Grapple Follow-Up

Command: After stunning opponent, Grab



Continuing to build on Wei Shen's Grab techniques, this is another method to quickly finish off or further damage stunned opposition. This move enjoys excellent synergy with the Charge Knee Stun, which provides a quick and easy method to stun most enemies, allowing you to set up the Stun Grapple Follow-Up.

Upper Tier 5: Double Jump Kick

Command: Sprint at enemy, Light Strike x 2

The standard running Jump Kick is surprisingly unimpressive for what it is. Most often it just causes the opponent to stagger back several steps, and Wei is expected to follow up with any of his other techniques. This upgrade adds a second kick that follows directly after Wei lands from delivering the first, which can knock down enemies on the receiving end. A useful way to start a fight can be to pick off some low-level goon on the edge of a group and plant him firmly on the ground with a Double Jump Kick.

Lower Tier 5: Arm Break

Command: Grab, Light Strike x 2, Heavy Strike

The last bone break Wei can learn is similar to the Leg Break found much earlier in the lower tier, but ultimately causes more damage to the victim because of the first two hits used to knock some sense out of the enemy. Unlike the Leg Break, it does not cause the enemy to cringe. It does build up a good chunk of Face, though, and is definitely crippling to the poor schmuck whose arm just got snapped.

Final Tier: Dim Mak

Command: Grab + Counter simultaneously, just before an enemy attack hits Wei Shen

It's fitting that the ultimate technique Sifu imparts to Wei is the ultimate Counter attack. Extremely damaging compared to the standard Counter, the Dim Mak includes a powerful knockback property that sends the receiving enemy flying away. Consider this technique your siege breaker move. When a wave of goons is charging into you, the bravest of them is a prime candidate for a Dim Mak.

Face Advantages

Of the five upgrade trees, Face is the easiest to fully max out. Through solid play and by accomplishing every mission and side mission that comes your way, you will be able to earn every Face Advantage. You'll be very happy to earn these upgrades, as they provide serious benefits to Wei Shen in and out of combat.

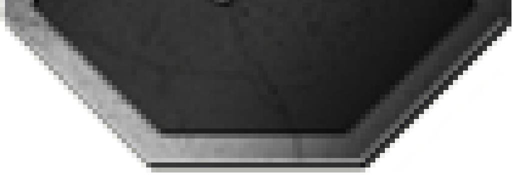
Level 1: Face Meter Unlocked

The Face Meter is an important asset during combat. Filling it is a matter of hurting the bad guys while avoiding harm yourself. The more brutal your moves are, the more the Face Meter fills. Filling the bar entirely causes nearby opponents to become intimidated by Wei Shen's very presence, cowering before him or even hesitating to act even if his back is turned to them. Entering its active state once filled, the Face Meter rapidly drains down, but can be maintained through continued combat. Certain Face Advantages are only available when the meter is active.

Level 2: Fine Food & Drink

While doubling the time food buffs last doesn’t sound as outright impressive as breaking an arm in three places to prove a point, it’s still a good upgrade to have. Early in the game, any food buffs you get will probably have to be purchased close to the starting point of a mission. Depending on the length of the job, they may not even last the whole length of the mission. This upgrade will help you stay at your best for that much longer.

Level 3: Disarm



This upgrade allows Wei to immediately disarm any armed opponent while the Face Meter is active, either through a Counter or through a Grapple. It's easy to forget you have this ability during more hectic battles, but it's incredibly useful later in the game, when more enemies start bringing out guns and blades.

Level 4: Car Valet

One of the best perks of gaining Face allows you to call up a lackey from your smartphone, and have him deliver one of the vehicles you own to you. This saves you money on taxis, and can prevent causing you trouble with the cops when you're not stealing everything that isn't tied down.

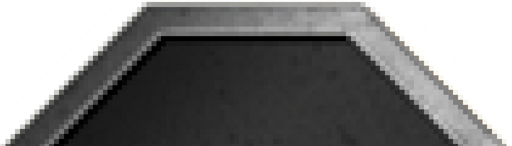
Level 5: Toughness

When the Face Meter is filled and goes active, Wei will take reduced damage from all attacks. Combined with Health Upgrades, Wei will be able to absorb fairly absurd levels of damage before the Face Meter is drained.

Level 6: Extra Special Massages

No matter where you get your Massages, the Face bonus it provides is increased by 50%. There's basically no reason not to make use of a masseuse when you have this upgrade.

Level 7: Uninterruptible



While the Face Meter is active, Wei’s attacks will not be interrupted by enemy attacks. Don’t get too careless in this state, as Wei is still taking damage—he’s just barely reacting to it.

Level 8: Everything Just Got Better

Health Regeneration from food lasts three times longer, while the bonuses from Energy Drinks, Herbal Tea, and Massages are doubled in effectiveness. Yes, everything does get better.

Level 9: Unstoppable

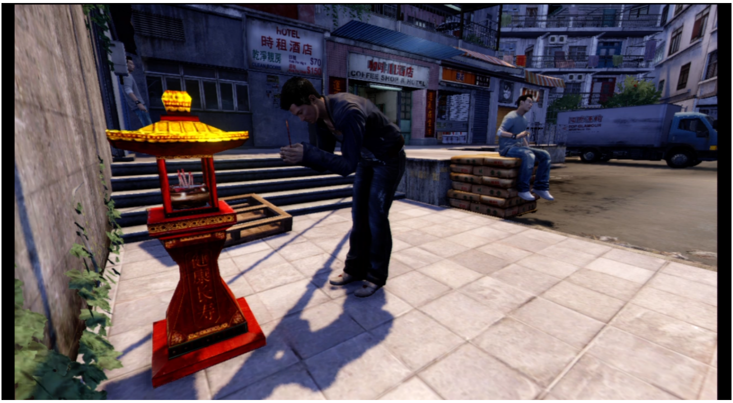
While the Face Meter is active, Wei hits much harder. More importantly, special class bonuses on enemies become disabled for the duration of the effect. This means that Brawlers and Grapplers become as hapless as the average thug. In other words, it's time to break more bones to make more statements.

Level 10: Dai Lo

You receive a 40% discount when purchasing clothes and cars. This stacks with certain clothing sets that provide their own discounts. By the end of the game, if you want something, you can afford it much more easily.

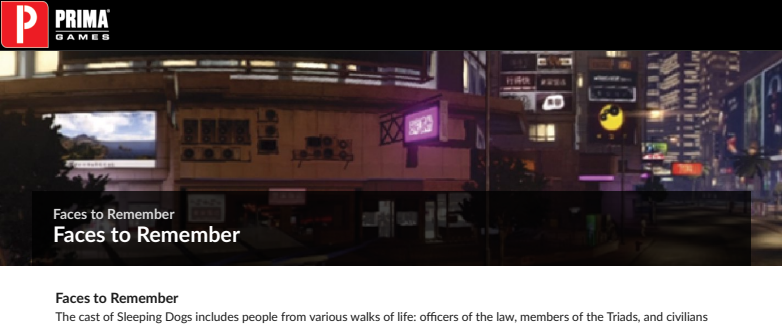
Health Upgrades

Health Upgrades, much like the Melee Training, require players to locate special items hidden in Hong Kong in order to receive the upgrades.



There are a total of fifty Health Shrines like the one pictured above that can be found throughout the city. They can be found at any point in the game after the initial tutorial missions in the first act. It's really just a matter of taking the time to find them. For every five that are found and prayed to, Wei Shen's maximum health is increased by 10%.

Normally, finding them all would be pretty difficult. It isn't until later in the game, after doing a favor for a character, that you unlock the ability to see where all of the Health Shrines are located on the main map.

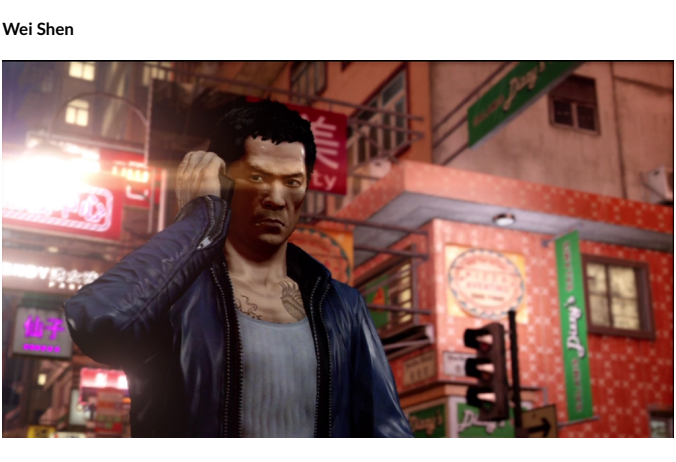

Faces to Remember

Faces to Remember

Faces to Remember
The cast of Sleeping Dogs includes people from various walks of life: officers of the law, members of the Triads, and civilians who become involved with either side.

Main Characters

Wei Shen



Biographical data as submitted to SFPD application:

Name: Wei Shen

Rank: Detective, San Francisco PD

Status: Seconded to Hong Kong PD

Age: 28

Moved to San Francisco from Hong Kong at age 10 with mother (Margaret Shen) and sister (Mimi Shen). Attended PS 121 High School, graduated 2002 with honors. Enrolled in San Francisco State University September 2002, majoring in politics. Voluntarily departed SF State 2004 to pursue other career options. Applied to SFPD June 1, 2006. Graduated top of the 2007 police academy class.

No criminal record or known criminal associates. All drug tests negative.

SFPD Psychological Evaluation:

Subject referred for clinical evaluation per departmental procedure prior to extended deep cover assignment.

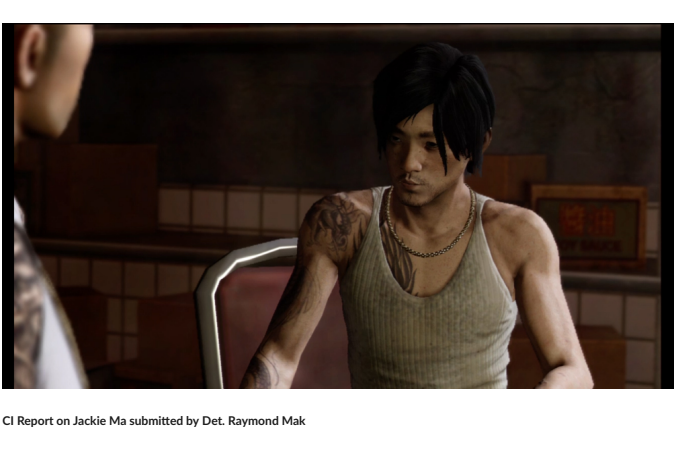
Officer Shen is a highly intelligent, self-aware, and generally balanced individual. He exhibits a strong moral system and has a clear understanding of the risks involved in long-term undercover work. I am concerned, however, that the underlying social and cultural factors that may make him an effective undercover operative also expose him to psychological, emotional, and procedural risk.

Officer Shen was relocated to the United States as an adolescent and has never had a strong father figure or male role model. Consequently, his sense of identity and self is more malleable than officers who spent their formative years rooted in a single cultural identity.

This makes him highly adaptable and provides him with certain chameleon-like tendencies that will serve him well when infiltrating a tightly knit criminal organization. However, the lack of a strong cultural grounding or sense of "home" may be a problem over the course of a prolonged undercover operation. If the chameleon is left too long in a given environment, he may forget his original color. Controlling officers must be careful to ensure that Shen's first loyalty is the police department.

Though generally self-aware, Shen does not fully recognize the malleability of his sense of self. This makes the lack of cultural or familial anchors all the more dangerous, as he may not be aware of shifting loyalties or point of view until it is too late.

Jackie Ma



CI Report on Jackie Ma submitted by Det. Raymond Mak

Name: Jackie Ma

Status: Water Street affiliate

Age: Late 20s

Informant reports that target (Jackie Ma, no known nickname or alias) is a low-level gang affiliate. Target knows several Water Street members from childhood, including Winston Chu, but is not considered part of the gang and is not included in confidential planning or operations. Sometimes used as an errand boy. Target frequently attempts to claim gang affiliations higher than he actually has. New recruit Wei Shen is a childhood friend from the Old Prosperity project. Jackie is often seen tagging along with him, as Jackie seems to respect and look up to him.

Use as infiltration asset questionable. Given the target's vulnerability and background with our asset, access to him should be relatively simple. It's not clear, however, that the target can affect useful introductions on his own.

Winston Chu

CI Report on Winston Chu submitted by Officer Charles Ho

Name: Winston Chu

Status: Water Street Gang leader

Rank: Sun On Yee Red Pole

My main point of contact is Winston Chu, the Sun On Yee Red Pole who controls (or likes to think he controls) a piece of North Point. A family man, engaged to his longtime girlfriend Peggy, runs the Water Street Gang out of the back room of his mother's restaurant. Mrs. Chu is a formidable woman, curt and ruthless, and she considers anyone not in her family as a tool, an inconvenience, or the enemy. She guides her son in all aspects of his life, including his criminal career.

Chu is hotheaded, impulsive, and not too smart. He lacks any kind of formal education and at times cannot even master street-level criminal conspiracies. His temper may be affected by anabolic steroids, which I believe he takes on a regular basis. Chu is ideal as a point of access to the Triad. He's ambitious without the brains to achieve his goals and badly needs a smart second in command.

Chu grew up in the Old Prosperity housing project with numerous Sun On Yee leaders including Dogeyes Lin. He seems to have joined the Triad at an early age and has now hit the glass ceiling in terms of promotion and power. He will require a substantial reworking of his operations in order to reach par with more accomplished Red Poles such as Big Smile Lee, Two Chin Tsao, or Broken Nose Jiang.

Much of the Water Street Gang's activity is presently directed towards countering territorial and business threats by the Jade Gang, another Sun On Yee faction. The warring Red Poles Winston Chu and Sam "Dogeyes" Lin (leaders of Water Street and Jade Gangs, respectively) were once associates but have since had a falling out. It is important to understand that this conflict is not merely between two minor rival gang leaders, but in fact is reflective of a larger struggle for control of the Sun On Yee. More powerful Red Pole leaders are, in effect, waging a proxy war with control of the overall Triad at stake.

Dogeyes Lin

CI Report on Sam Lin submitted by Officer Charles Ho

Name: Sam "Dogeyes" Lin

Status: Leader of the Jade Gang

Rank: Sun On Yee Red Pole

Dogeyes grew up poor and compensated by always making sure he was the coolest guy around and never being afraid of taking down any rivals. Probably a borderline sociopath, Dogeyes joined a gang at the estate and earned money as a "professional boyfriend"—dating pretty girls from the estate, getting them hooked on drugs, and then pimping them out. This earned him the attention of Big Smile Lee, a boss in the Sun On Yee Triad, and Dogeyes soon became fully initiated into the group.

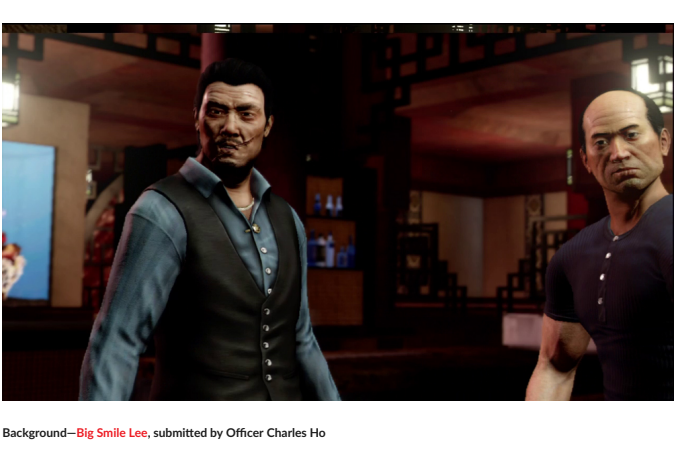
Growing up, Dogeyes was best friends with Winston Chu. They'd often plan their next moves in the kitchen of Winston's mother where she fed and encouraged them. In contrast, Dogeyes avoided his own home; his mother was long dead and his father abusive. Unfortunately, Dogeyes always resented his friend. Now, when they're both Red Pole bosses in the Sun On Yee, the friendly rivalry and posturing has turned into a more serious conflict.

Subject: Background on Sun On Yee internal conflict

Much of the Water Street Gang's activity is presently directed towards countering territorial and business threats by the Jade Gang, led by Sam "Dogeyes" Lin.

Dogeyes is supported by Big Smile Lee, a prominent Red Pole with ties to drugs, prostitution, and pornography. I can't tell for sure, but Lee's agenda seems to be to shake up existing power relationships so that he can take advantage of the ensuing chaos.

Big Smile Lee



Background—Big Smile Lee, submitted by Officer Charles Ho

Codename: Dragon

September 30, 2010

Top Secret

Henry "Big Smile" Lee: Single most powerful Red Pole inside the Sun On Yee. Widely disliked by other Red Poles and many rank-and-file Triad members. Lee's power stems from two core things: his willingness to use extreme (even by Triad standards) levels of violence, and the overwhelming amounts of liquid cash generated by his drug, prostitution, and entertainment interests.

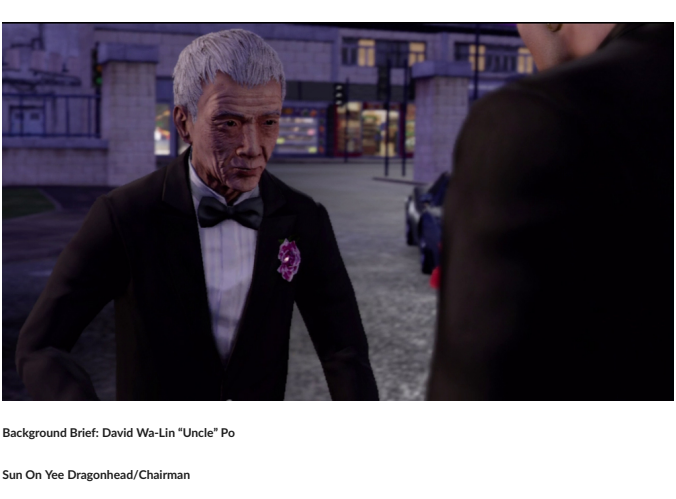
Lee and his chief enforcer, Liu Shen Tong, have repeatedly demonstrated a complete and total lack of restraint when it comes to physical violence. Opponents are frequently tortured before they're murdered and even a relatively minor infraction or slight can precipitate an extreme response.

Lee and his chief economic backer, Sonny Wo, run a massive protection racket that covers the entire HK entertainment industry. This, plus robust drug and prostitution operations, provide him with immense cash reserves.

Unlike other Triad leaders, Lee does not tend to reinvest his profits in legitimate business, real estate, or the like. Instead, he keeps his cash on hand for bribes, enforcers, or sheer demonstrations of power. This may not be in his long-term financial interests, but it gives him tremendous clout inside the Sun On Yee. At any given moment, he can throw millions in untraceable cash at a problem or objective if he so chooses.

He is as aggressive with his money as he is with violence. It's a potent combination that is only offset by a generally unlikable personality and, to some degree, by ill-concealed disdain for tradition and protocol.

Uncle Po



Background Brief: David Wa-Lin "Uncle" Po

Sun On Yee Dragonhead/Chairman

Po likes to project a benign, grandfatherly image. He commits money and time to charities and is well known as a benefactor in the neighborhoods that the Sun On Yee control. Even within the Triad, he has cultivated an image as a negotiator and business-oriented pragmatist. But this reasonable image stands in stark contrast to Po's criminal history. His rise through the ranks of the Sun On Yee was marked by extreme violence at every stage. He rejuvenated the Triad's murder-for-hire business and is suspected of being the brains behind the Triad's alliance with Sonny Wo. He allows Big Smile Lee to handle day-to-day operations in this area, keeping his own hands clean. But much of the profit ends in Po's pockets.

Unlike other strongmen in the Triad, Po does a lot of his killing in secret. Rivals tend to simply disappear. In the short term, this doesn't provide the same theatrical display of force as a public murder. But over time the fact that people who opposed him vanished without a trace has sent an incredibly strong message.

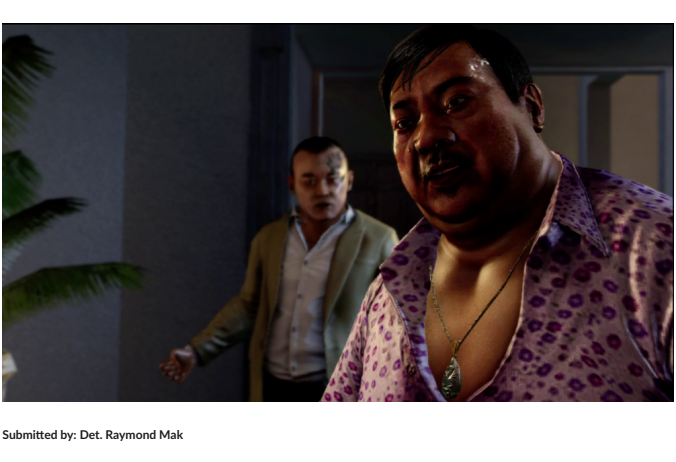
Po's hold on the Triad remains unchallenged. CI reports indicate that the other Red Poles have reconciled themselves to waiting for him to retire or die before seeking chairmanship themselves.

Broken Nose Jiang

A rarity among Sun On Yee Red Poles, Broken Nose Jiang is a successful woman in a world dominated by men who distrust, use, and abuse others of her gender. Undercover investigators have been unable to determine her real name, and she has crafted a reputation based on fear of her alleged ruthlessness towards threats to her power base.

She is less than supportive of the prostitution and pornography production rings within the Sun On Yee, which puts her at odds with Big Smile Lee, whose profits stem primarily from these businesses. She appears to be backing Winston Chu in the current struggle against Dogeyes' Jade Gang, which in turn is part of a proxy war between Big Smile Lee and those like Jiang who oppose his rise to power.

Howard "Two Chin" Tsao



Submitted by: Det. Raymond Mak

Sun On Yee Red Pole since 1981, Two Chin Tsao controls a large gambling racket as well as various illegal import-export businesses. In recent years, he has gravitated away from strong-arm tactics and criminal enterprises in favor of white-collar schemes.

He is rumored to have a high-quality counterfeiting press somewhere in the Central District, as well as facilities to fabricate fake credit cards. Numbers are obtained from North America and Mainland China, then reproduced in Hong Kong for quick exploitation.

Two Chin attempted to expand into bootlegged DVDs and computer software in 2005 but stopped abruptly. One CI reports that this was moving too close to the territory of Sonny Wo and Big Smile Lee. The latter is said to have made threats that caused Two Chin to cease operating despite massive potential profits.

The implications of this for overall Sun On Yee power structures is not clear.

Ricky Wong

Filed by Raymond Mak

SCOUNDREL reports that Sonny Wo has elevated Ricky Wong to his right-hand man. He claims that this was a lateral move for Wong, who was hoping to be promoted to Red Pole. He is disaffected but not sufficiently unhappy to affect his loyalty to the Triad. Wong reportedly acts as a liaison between Wo and Henry "Big Smile" Lee. He also provides muscle and, when necessary, drugs.

SCOUNDREL asserts that he has no knowledge of felony crimes perpetrated by Wong that could be used to convict him and/or recruit him as a CI. In this officer's opinion, SCOUNDREL is lying, but without direct evidence we cannot take action. When pressured about Wong's criminal activity SCOUNDREL attempted to steer the conversation towards his (Wong's) relationship with actress and singer Vivienne Lu, which he indicated was outside the boundaries of standard operating procedure and therefore useful leverage.

CI WHITEFISH reports that Lu has slept with half the members of the Sun On Yee and did not believe that a relationship between her and Wong constituted useful intelligence. Given WHITEFISH's long history I am inclined to believe his information over SCOUNDREL's. Thus no further investigation into Wong's relationship with Lu is warranted at this time.

Sonny Wo

Excerpt from "A Dirty Business"

Hong Kong Daily

By Sophie Chu

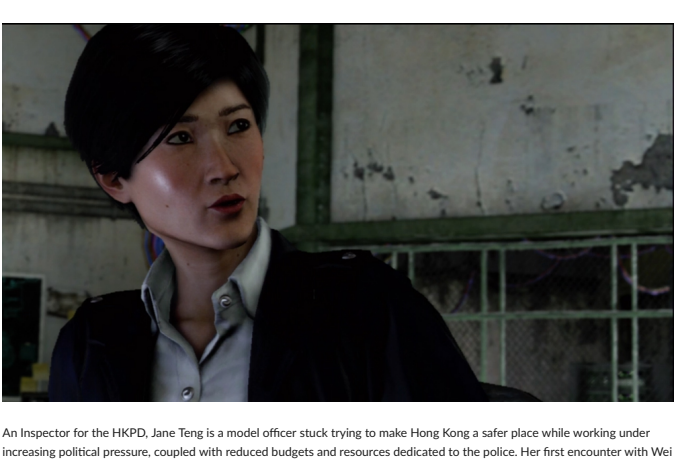
October 11, 2009

To an outsider, Sonny Wo looks like a modern Hong Kong success story. His Three Circle Entertainment is a major force in film, television, and music. His real estate and other business holdings are extensive, and his private life is awash in starlets and celebrities.

But behind the facade of legitimacy and glitz lies a darker, dirtier truth. It's an open secret in our city that most, if not all, of the entertainment industry is controlled by the Triads. According to sources, Sonny Wo is the latest in a long line of entrepreneurs who owes his power and success to his gangland connections.

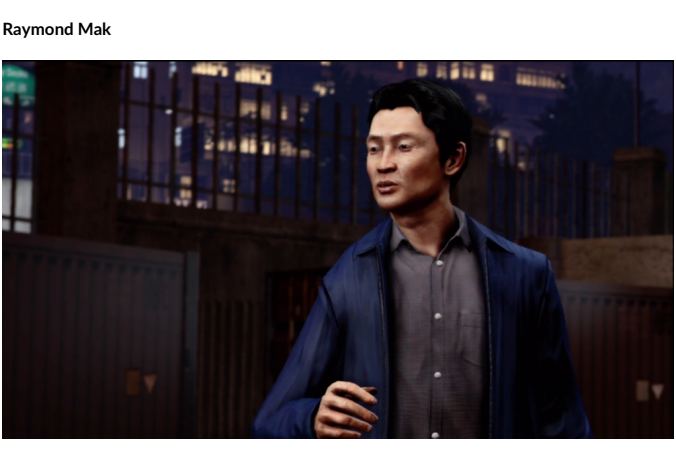
It's a relationship that suits both parties. Wo built an empire and enjoys financial success and the fame that comes with it. His backers in the Sun On Yee get an ideal vehicle for laundering money, a large piece of the profits, and a front man to take the fall should anything go wrong.

Jane Teng



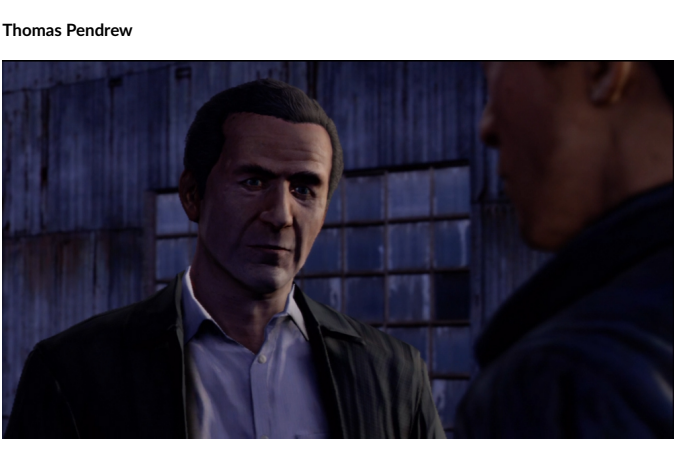
An Inspector for the HKPD, Jane Teng is a model officer stuck trying to make Hong Kong a safer place while working under increasing political pressure, coupled with reduced budgets and resources dedicated to the police. Her first encounter with Wei Shen does not go well, as she is not in the loop to his circumstances. Wei eventually offers the beleaguered inspector any assistance he can manage to provide, so long as it does not threaten his cover.

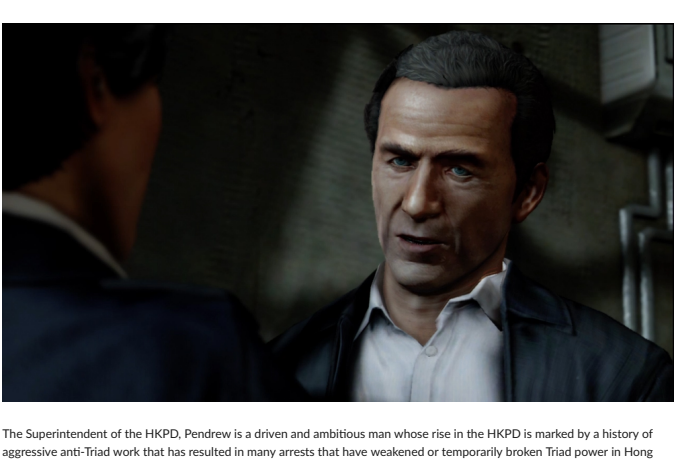
Raymond Mak



The handler for Wei Shen, Raymond Mak presents himself as a model officer of the law—so much a model in fact that he is almost completely inflexible to a fault. He initially opposed Wei Shen being assigned undercover to the Sun On Yee, citing his past connections to members of the Triad and their involvement in the death of his sister, and fears that at any time, Wei could "flip" and become another regular member of the Triad. He is not entirely antagonistic towards Wei. His concern for the younger officer's wellbeing is genuine: the previous undercover operative was found tortured to death.

Thomas Pendrew

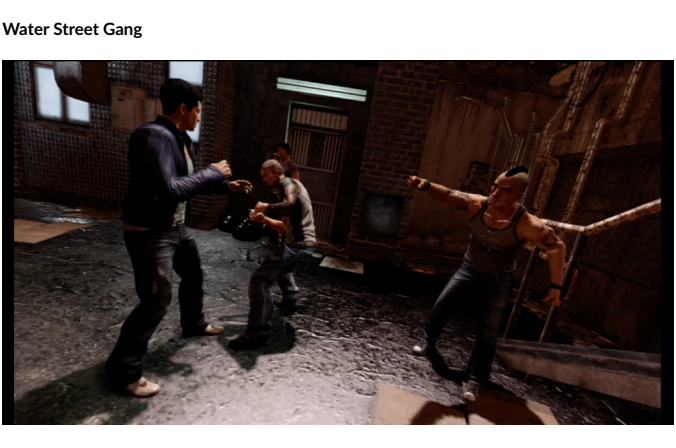


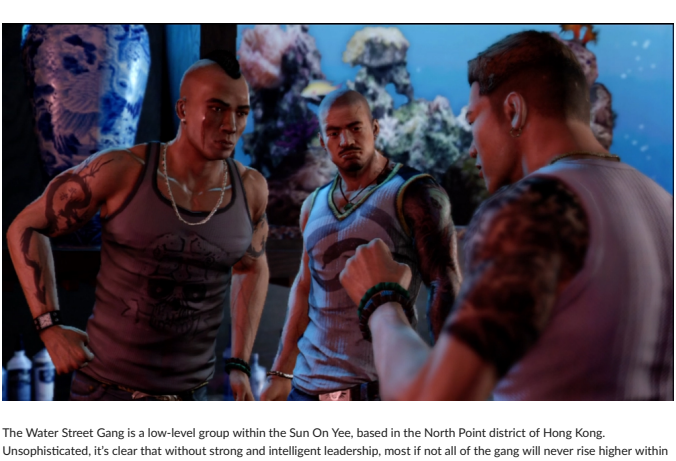


The Superintendent of the HKPD, Pendrew is a driven and ambitious man whose rise in the HKPD is marked by a history of aggressive anti-Triad work that has resulted in many arrests that have weakened or temporarily broken Triad power in Hong Kong. He has adopted a "whatever it takes" approach to dealing with the Triads, which made his selection of Wei Shen a simple matter. He wants evidence to shatter the Sun On Yee, and he knows that Wei is willing to go much farther than any other man they could find in the HKPD. Pendrew's willingness to bend and break the rules of conduct often chafe Shen's handler, Raymond Mak, but the results Pendrew has managed to achieve over the years cannot be denied.

Side Characters

Water Street Gang



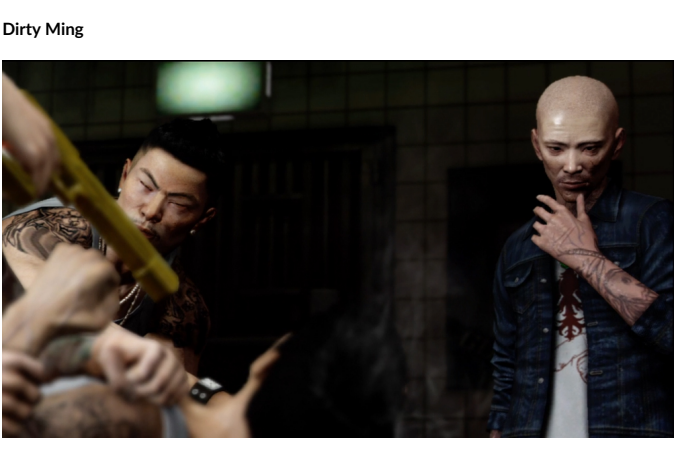


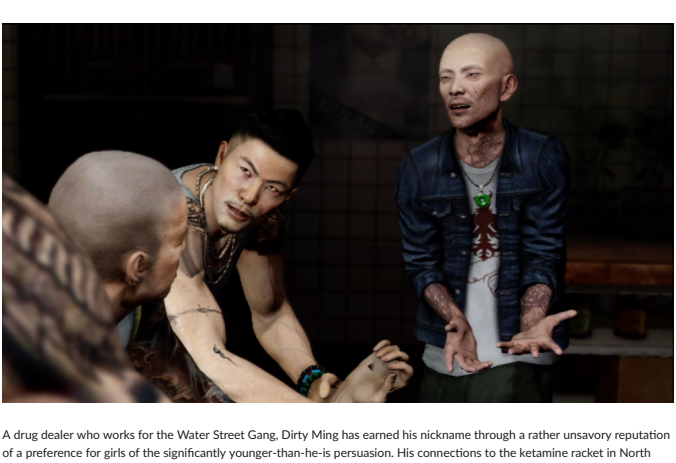
The Water Street Gang is a low-level group within the Sun On Yee, based in the North Point district of Hong Kong. Unsophisticated, it's clear that without strong and intelligent leadership, most if not all of the gang will never rise higher within the Sun On Yee. Their violent and disorganized tendencies work against their being taken seriously by the upper echelons of the Triad. Unwittingly, they have been turned into a pawn in a much larger power struggle within the whole Triad, their brash nature making them easy to exploit.

Conroy Wu

Winston Chu's longtime second in command, Conroy Wu provides muscle, loyalty, and not much else to the Water Street Gang. Like Winston, he is unsophisticated and is likely to not rise very far in the Triad without the backing of someone more intelligent and capable to take advantage of his positive qualities. Intensely suspicious of outsiders, Wei draws Conroy's ire almost immediately. His suspicions are not entirely unwarranted: not long before Wei Shen made his appearance, another undercover officer had penetrated the gang, but was eventually discovered and murdered. The incident has everyone on edge, most of all Conroy, who finds his position as Winston's right-hand man once again threatened by a new face.

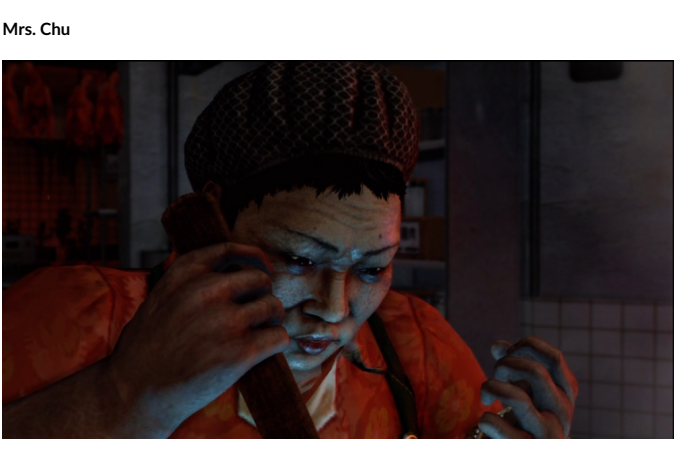
Dirty Ming





A drug dealer who works for the Water Street Gang, Dirty Ming has earned his nickname through a rather unsavory reputation of a preference for girls of the significantly younger-than-he-is persuasion. His connections to the ketamine racket in North Point make Ming a valuable, if only just tolerable, asset to the gang. Like Conroy, he too is suspicious of outsiders. Unlike Conroy, Ming's loyalties are subject to whomever provides him the better deal.

Mrs. Chu

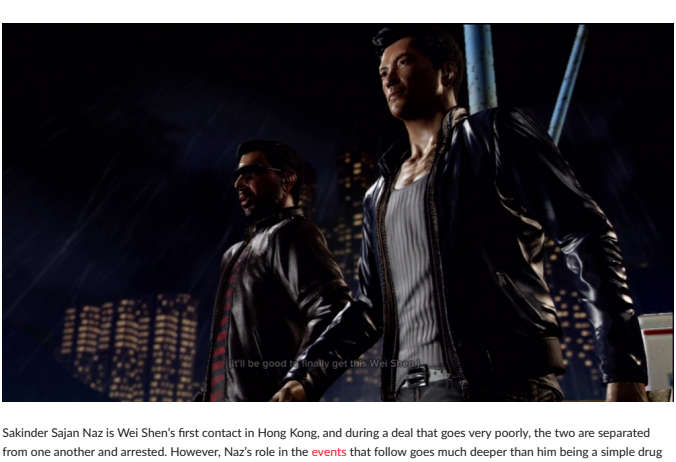


Owner of the Golden Koi restaurant, Mrs. Chu is Winston's aging mother. Despite her years, she strikes an intimidating figure and, despite her son being a Red Pole in the Sun On Yee, is able to push around her employees and her son's gang equally. She has played no small part in her son's rise within the Sun On Yee, influencing and encouraging his actions. Her restaurant acts as the headquarters for the Water Street Gang, and is where many of their schemes are hatched.

Pockmark Cheuk

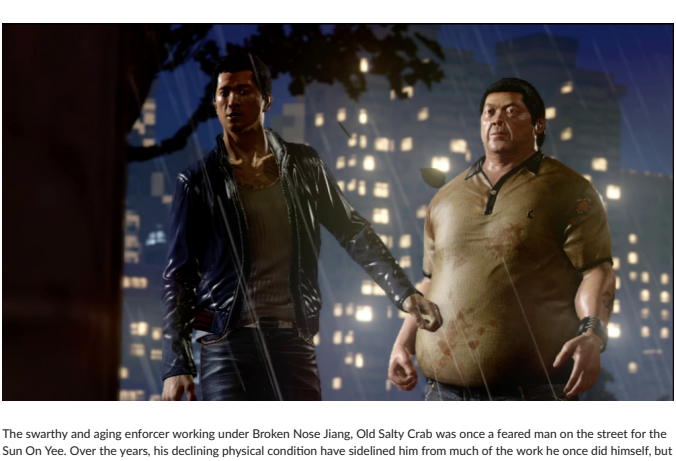
Another Sun On Yee Red Pole, Pockmark Cheuk acts as the close confidant to Uncle Po. When he speaks for the Chairman, it is typically with absolute authority. Embodying Po's preferred characteristics of loyalty and discretion, Pockmark only seeks to serve his Chairman to the best of his ability. A staunch believer in the traditions of the Sun On Yee, Pockmark is a major moderating force in the Triad's leadership.

Naz



Sakinder Sajan Naz is Wei Shen's first contact in Hong Kong, and during a deal that goes very poorly, the two are separated from one another and arrested. However, Naz's role in the events that follow goes much deeper than him being a simple drug smuggler.

Old Salty Crab



The swarthy and aging enforcer working under Broken Nose Jiang, Old Salty Crab was once a feared man on the street for the Sun On Yee. Over the years, his declining physical condition have sidelined him from much of the work he once did himself, but Old Salty Crab still serves his Red Pole as one set of eyes and ears.

Vivienne Lu

Pretty and talented at singing and acting, Vivienne Lu is backed by Sonny Wo's media empire. Her good looks have found other uses for Sonny, however, and like many girls who have been taken in by him, she has been pressed into service as one of his playthings. Her body is well known by many Sun On Yee members, all a part of Sonny's "service" to the Triad. Her relationship with Ricky Wong is the source of some tension between him and Wo.

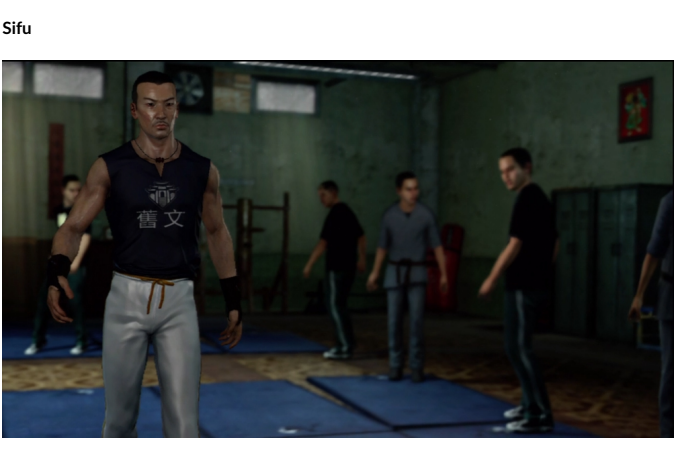
Peggy

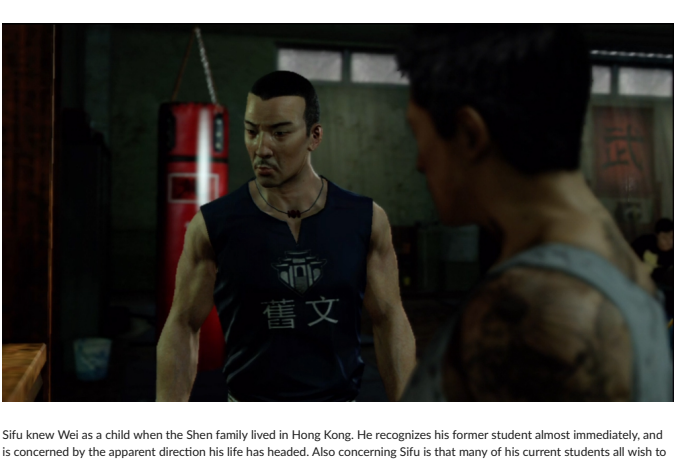
The fiance to Winston Chu, Peggy is a bright light in the dark world her Winston inhabits. She knows her place in that world, but does not seem phased by it. She quickly befriends Wei Shen, wanting to help him find a woman he can confide in.

Amanda

Amanda is a U.S. college graduate on a trip to see the world. She encounters Wei in front of his North Point safehouse, having gotten lost looking for a martial arts school. She is one of a group of women whom Wei can romance.

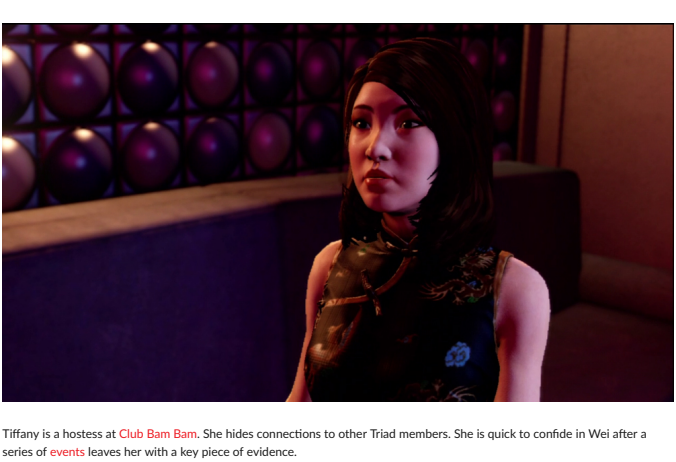
Sifu





Sifu knew Wei as a child when the Shen family lived in Hong Kong. He recognizes his former student almost immediately, and is concerned by the apparent direction his life has headed. Also concerning Sifu is that many of his current students all wish to be Sun On Yee, and one of them betrayed him by stealing eleven of his twelve Jade Statues from their display case at the martial arts school.

Tiffany

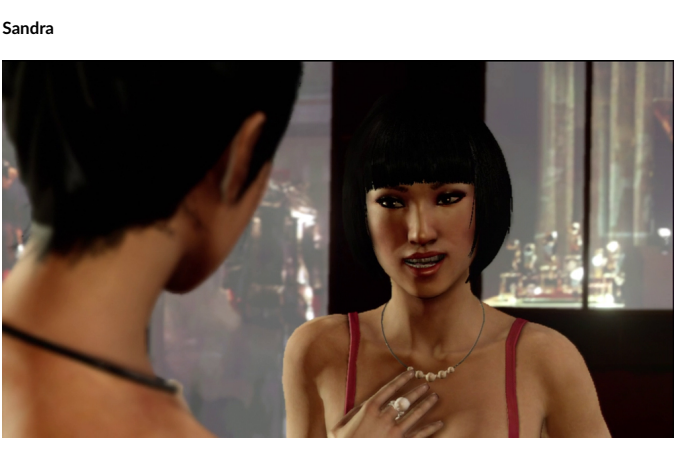


Tiffany is a hostess at Club Bam Bam. She hides connections to other Triad members. She is quick to confide in Wei after a series of events leaves her with a key piece of evidence.

"Not-Ping"

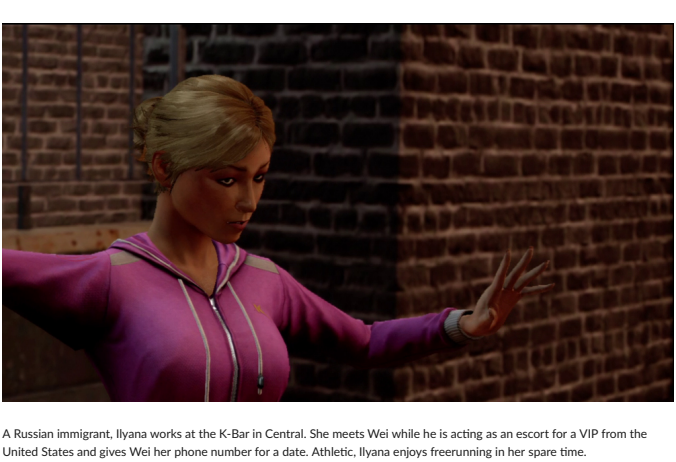
A tech geek who draws satisfaction from working on electronic devices, "Not-Ping" provides Wei with the surveillance bugs he needs to use for intelligence-gathering missions. She's attracted to Wei at first sight, and is willing to help him figure out how to use his gear.

Sandra

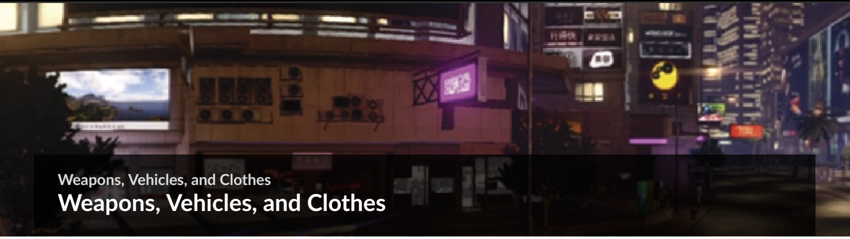


Sandra is rich, and she knows it. She has particular tastes in men, and enjoys dangerous street races. A friend of Vivienne, Sandra meets Wei when he is asked to pick up both girls from a shopping spree, and takes an immediately liking to him, saying that he is allowed to take her on a date.

Ilyana



A Russian immigrant, Ilyana works at the K-Bar in Central. She meets Wei while he is acting as an escort for a VIP from the United States and gives Wei her phone number for a date. Athletic, Ilyana enjoys freerunning in her spare time.



Weapons, Vehicles, and Clothes

Weapons, Vehicles, and Clothes

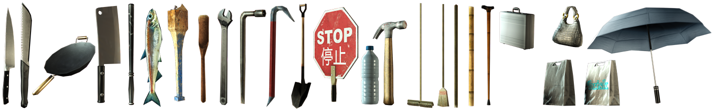
Wei can evolve into the most dangerous man in the entire city by the end of the story, but having the right tools to supplement his skills always helps. You need weapons to help equalize the odds, you need the right cars and motorcycles to win the street races and beat timed events, and looking good while you shut down the Sun On Yee never hurts.

Weapons

There are two general categories of weapons in Sleeping Dogs: melee weapons and firearms. Unlike many other games that provide you with huge pockets that can hold a squad's worth of firepower, Wei Shen can't take every single gun or melee weapon in the game with him all at once. All weapons are meant to be used and exchanged repeatedly during combat. If your knife breaks, pick up another one or steal a lead pipe from a nearby thug. If you're out of ammo for your pistol, disarm a goon for his ammo, or Action Vault over cover and pick up a gun as you sprint to the next safe spot. You have to be willing and able to make snap decisions during a fight, and to use whatever is in Wei's hands proficiently if you want to survive.

Melee Weapons

There are quite a few melee weapons at your disposal throughout the game, most commonly found in the possession of a Triad member. Melee weapons change the dynamic of any hand-to-hand fight. Unless your Face Meter is filled and active, you can't grab enemies using melee weapons. They can hit significantly harder than a typical unarmed attack, causing victims on the receiving end to reel back in pain. The most common melee weapons you will come across are knives and meat cleavers, both of which are typically in the hands of a thug. Tire irons can also be found in the trunks of many vehicles. These three weapon types can help you get through most fist fights.



You're not at all limited to those melee weapons, though. You can pick up and use frozen fish, dropped purses and suitcases, umbrellas, shopping bags, duffel bags, and even certain power tools to take a few swings at the enemy. Most melee weapons will break or otherwise become useless after a number of attacks, though it is possible to improve their durability and attack power through specific upgrades.

Wei can only wield and store one melee weapon at a time. Running around with a weapon in public can attract the attention of the police, so be sure to store or drop obvious weapons like knives and cleavers.

Firearms

Guns are not common in Hong Kong. Historically, Triad-related violence is handled with hands, feet, and sharp blades. Even possessing a handgun illegally can result in arrest and a hefty fine. As a result, unless it's absolutely important, most missions do not provide Wei with immediate access to guns. If you need them, you're going to have to find them during a mission or take them from an enemy. Occasionally, you're given a gun by an ally at the start or during the course of a mission.

There are no handy gun stores in Hong Kong. Similar to melee weapons, Wei can only use one gun at a time, and he can only safely conceal certain types of guns. You're not going to be stuffing an Assault Rifle in your pants this time around. One of the Cop Upgrades allows Wei to access any police car's trunk to pull out a weapon, but typically most of your firepower is made available during the missions where it's needed most.

Guns are extremely powerful and are equally dangerous to Wei and his enemies. It's possible for a man wielding a Shotgun to take a fully upgraded Wei down in just a few close-range shots. Likewise, you're able to cut a swath through the enemy using precision gunfire and bullet time. There are eight types of guns in Sleeping Dogs, many of which come in different variants.

9mm Pistol

Made in China

Variants: None

Your standard handgun, the 9mm Pistol lacks power, but makes up for it with precision and a high potential rate of fire. Like all other Pistols, it is fairly easy to use, and can be concealed if necessary. During bullet time, the accuracy of the 9mm can allow you to line up many quick headshots. Don't discount the usefulness of this weapon at close- or mid-range encounters!

.50 Cal Pistol

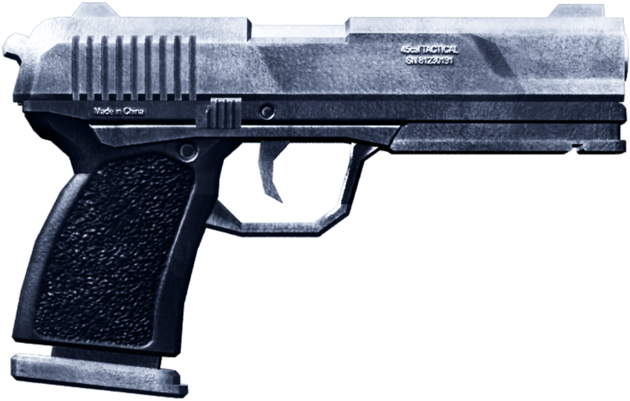
50cal Hand Pistol
Handcrafted in China
SN 99918888

Variants: Gold .50 Cal Pistol, Silver .50 Cal Pistol

Better described as hand cannons, the .50 Cal Pistol is not a common weapon, but when they are found, they can be used to shut down just about any goon in one or two shots. While not as accurate as the lighter Pistols, and lacking their rate of fire, the .50 Cal can still be fearsomely effective, even at longer ranges. Whereas with a 9mm you'd want to aim for headshots to quickly kill enemies, the .50 Cal can drop someone just as fast with shots to the body.

.45 Cal Pistol

Variants: With Taclight, Without Attachment



Occupying a comfortable middle ground between the 9mm and the .50 Cal Pistols, the .45 Cal shares the accuracy of its lighter cousin while adding some of the oomph from its heavier relative. The Taclight variant adds a bright flashlight underneath the barrel of the weapon, which can blind you when you're facing one down and can reduce the firing accuracy of enemies you shine it on.

Machine Pistol

SMG30 9mm
Made In China
SN 29818123

Variants: None

While causing less damage per shot than other Pistols, a Machine Pistol makes up for this by having an absurd rate of fire. You can empty a magazine incredibly fast, and anyone on the receiving end is sure to go down just as quickly. The problem with Machine Pistols is that they are much less accurate than other Pistols, which makes them best suited for short-range firefights.

.45 Cal Submachine Gun

SEMI
AUTO
SAFE
SMG45 9mm
Made in China
SN 30123412

Variants: Gold, With Taclight, Without Attachment

Providing comparable rate of fire of a Machine Pistol with the power of a .45 Cal Pistol, SMGs are a solid go-to gun for any firefight. They lag behind Assault Rifles for overall killing power, but are more common in general, making it easy to stay stocked up during a battle by collecting ammo from your fallen enemies. SMGs excel at short- and mid-range battles.

Assault Rifle

Variants: With Taclight, With Grenade Launcher, Without Attachment

Arguably the best guns you can come across in the game, Assault Rifles provide high stopping power, deadly accuracy, and a high rate of fire in one package. Any time you are faced by a group of enemies and one of them is carrying an Assault Rifle, that enemy should become a priority target, as he can bring down Wei extremely fast from just about any range. Assault Rifles are the only weapon in the game that can come with a Grenade Launcher attachment, though this usually comes as part of a story-driven event. The only thing holding back Assault Rifles is the fact that they are relatively uncommon among your Triad enemies, making it tough to stay stocked with ammo.

Pump Shotgun

Variants: None

Extremely powerful at close range, you are almost guaranteed a kill if you are close to a target when you fire a Pump Shotgun. Unfortunately, the low rate of fire means that missing a shot is a very dangerous error to make, and the wide spread of these guns makes them much less useful beyond short range.

Anti-Riot Shotgun

Variants: With Taclight, Without Attachment

When you absolutely, positively need to overkill everything within twenty feet of Wei Shen, the Anti-Riot Shotgun is here to meet that need. Sharing the power and spread of a Pump Shotgun, the Anti-Riot Shotgun is bolstered with a high rate of fire and a faster reload speed due to it being magazine fed. You can conceivably make this weapon work well outside of short range due to the sheer amount of lead you can spit into the air at an enemy, making headshots from afar almost inevitable.

Vehicles

KIM HONG
CHINESE PRODUCTS
FINANCIAL

Hong Kong is a big city. While there's a lot you need to do on foot, being able to get around quickly is an absolute necessity. You'll often be put in positions where you need to be somewhere fast or you'll fail a mission, and that is where the seventy-two different vehicles (seventy-five if you count DLC) of Sleeping Dogs come into play.

You've got the ability to hijack or steal the vast majority of the stuff you see on the road or at the various harbors around the city. You can actually purchase twenty-eight vehicles from four different gray market dealers for storage in parking garages all around Hong Kong. Players can add another three vehicles (two cars and a motorcycle) to their collection by purchasing certain DLC packs.

All the cars you can purchase fall into four distinct classes: A-class, B-class, C-class, and D-class. Motorcycles are limited primarily to A-class and B-class, with the DLC bike alone in C-class. This determines what level of street racing the vehicles can participate in.

Just because you can make the money needed to buy a car from one of the various illicit dealers around the city doesn't mean they'll take your money. You need to be at the right Face level to purchase some of the really high-end rides. Later top-end cars and bikes will cost you a pretty penny, so it may be worth it to wait until you've picked up outfits that reduce the cost of purchases around the city. You also get a 40% discount for reaching Face level 10!

Affordable Public Transportation

You don't always have easy access to a garage, and sometimes your missions will take you across the entire city from where you're standing. Never, ever underestimate the power of the taxi. For a paltry fee, the many taxis roaming around Hong Kong can more or less "warp" you immediately to a garage or clothing store on the other side of town. Use this ability to help save yourself a long car trip through the whole island whenever the opportunity presents itself.

Purchasable Cars

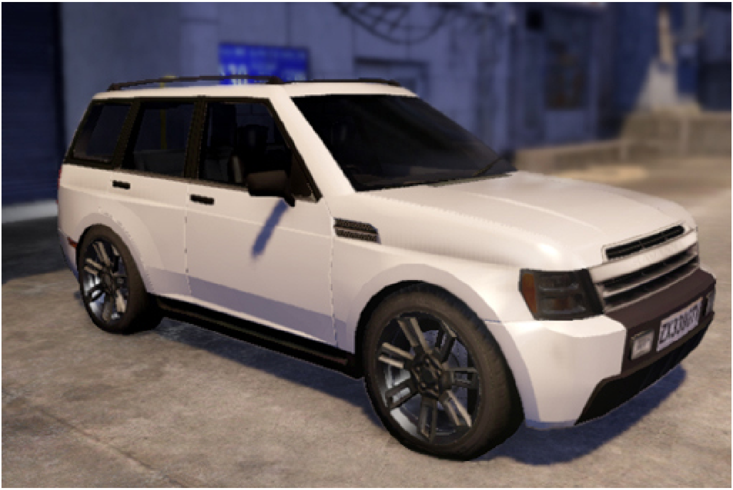
D-Class

Bismarck

Known the world over.

Price:	HK $390000
Store:	Top Glamour Imports
Requires:	Face level 3

04-015 RIDGESPORT



Ready to conquer any parking lot in style.

Price:	HK $270000
Store:	Central Impound Yard
Requires:	Face level 2

C-Class

Kyou Kan

Peppy inline six with low pressure turbo.

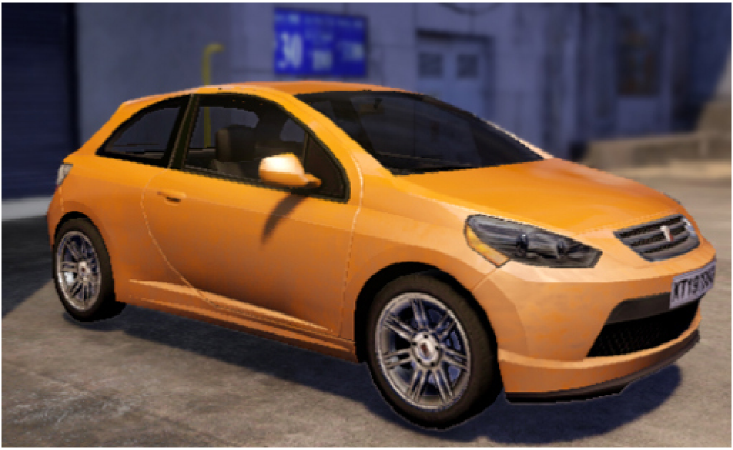
Price:	HK $85000
Store:	North Point Chop Shop
Requires:	Face level 2

Bisai

The perfect city car: low emissions and a park-anywhere footprint.

Price:	HK $29000
Store:	North Point Chop Shop

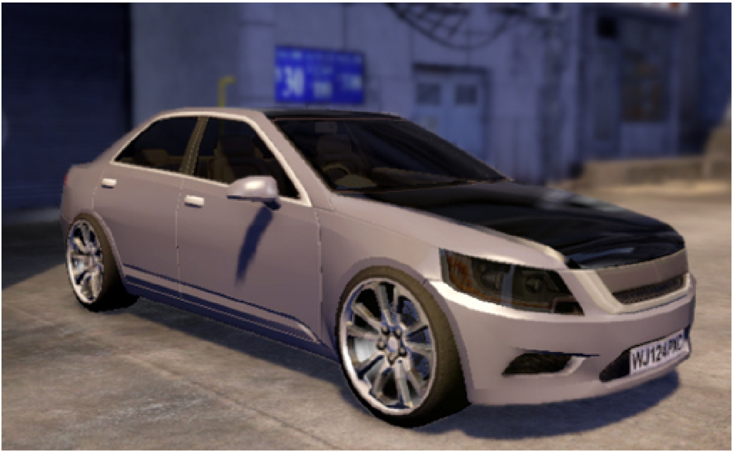
Sparc



Reliable and economical.

Price:	HK $55000
Store:	North Point Chop Shop

Prime



Business and pleasure without compromise.

Price:	HK $73200
Store:	North Point Chop Shop

Enterprise

The look and feel of a German sports sedan without the price.

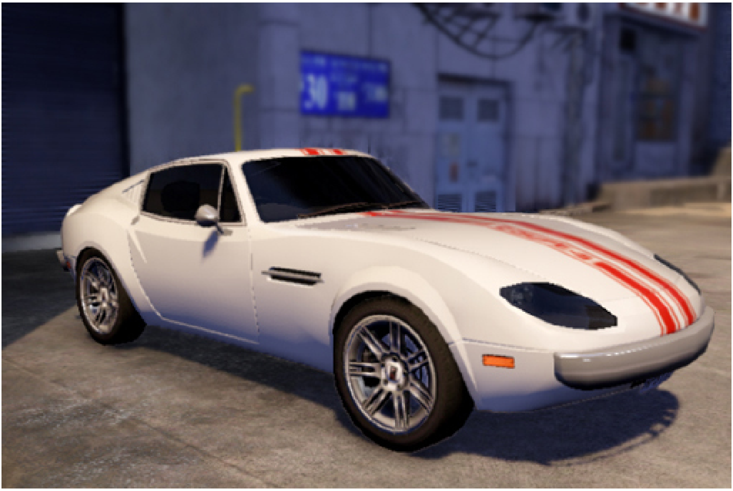
Price:	HK $330000
Store:	Central Impound Yard
Requires:	Face level 2

Odaiko

Sporty good looks and unmatched reliability.

Price:	HK $160000
Store:	Central Impound Yard
Requires:	Face level 2

600 Coupe S



Classic curves never go out of style.

Price:	Given to Wei at the start of the “Hotshot” Case

B-Class

Neo V

Street driven, track tested.

Price:	HK $63200
Store:	North Point Chop Shop
Requires:	Face level 2

Terre GT

Apex of luxury and performance.

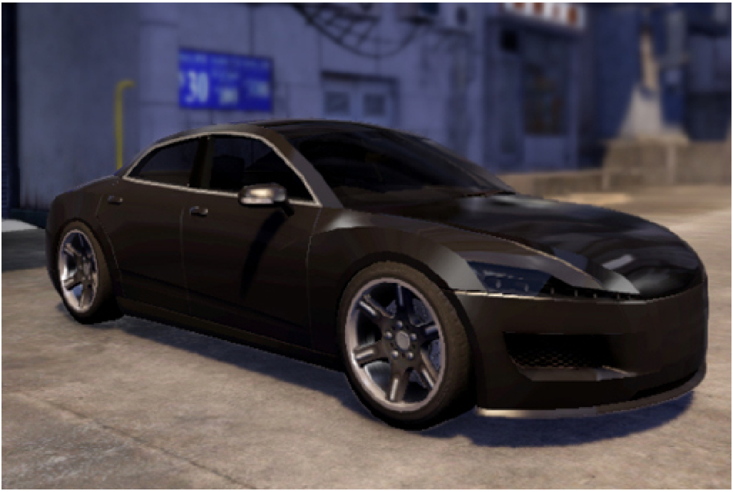
Price:	HK $280100
Store:	Top Glamour Imports
Requires:	Face level 4

Drifter GT

Tuner car, at home going flat out, sideways, on a highway ramp.

Price:	HK $210000
Store:	Central Impound Yard
Requires:	Face level 3

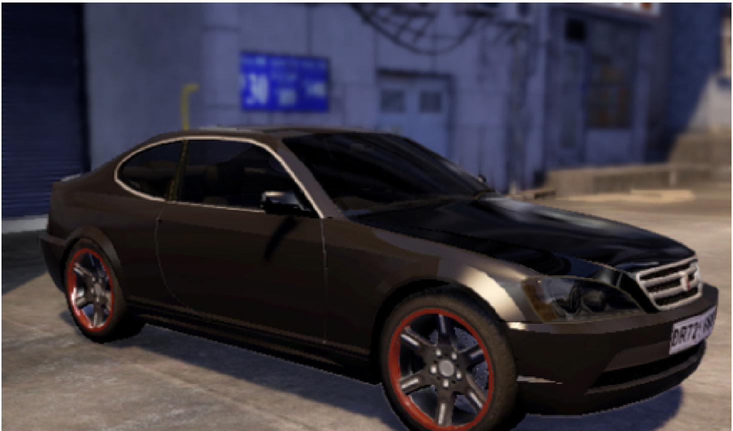
Executive

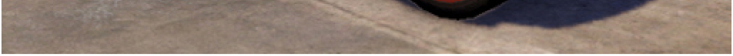


Makes the four-door performance coupe a reality.

Price:	HK $210000
Store:	Top Glamour Imports
Requires:	Face level 3

860 MHC

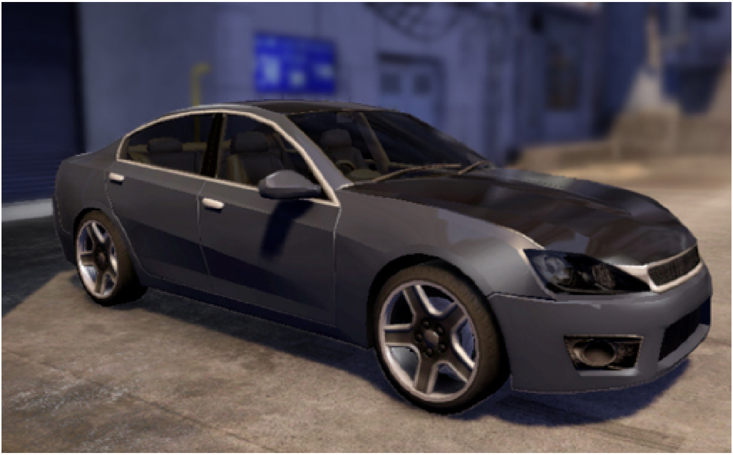




The definitive European sports sedan.

Price:	HK $462000
Store:	Top Glamour Imports
Requires:	Face level 3

SES



Reward yourself.

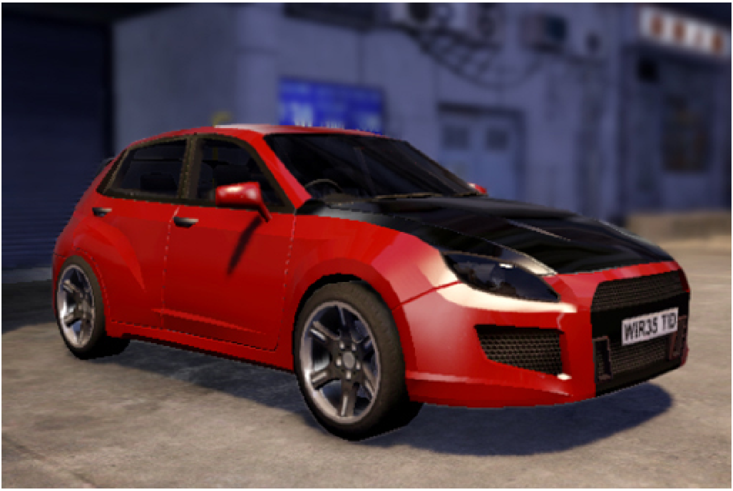
Price:	HK $405000
Store:	Top Glamour Imports
Requires:	Face level 3

Hassha

Tuned, tested, and proven on the street.

Price:	HK $153000
Store:	Central Impound Yard
Requires:	Face level 3

Taikai



Winning races proves profitable.

Price:	HK $125000
Store:	Central Impound Yard
Requires:	Face level 2

A-Class

Velocita

A car for the man who has everything and wants everyone else to know it.

Price:	HK $649900
Store:	Kennedy Town Docks
Requires:	Face level 4

Tuono

Bespoke engineering injects passion into pure sports luxury.

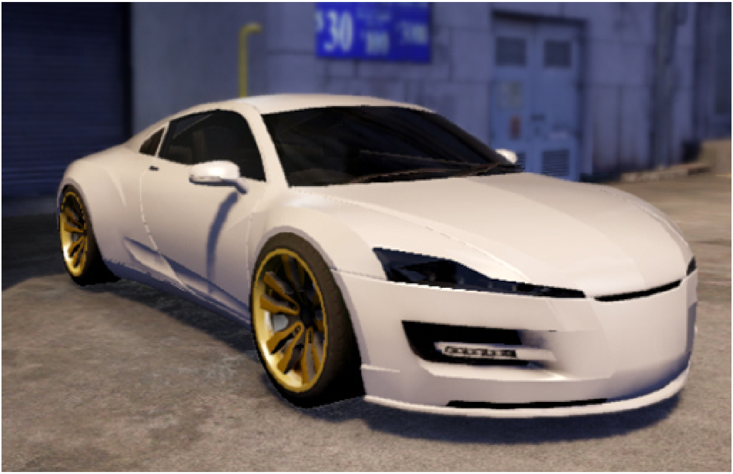
Price:	HK $605000
Store:	Kennedy Town Docks
Requires:	Face level 7

Etalon

Excellence engineered.

Price:	HK $520300
Store:	Kennedy Town Docks
Requires:	Face level 6

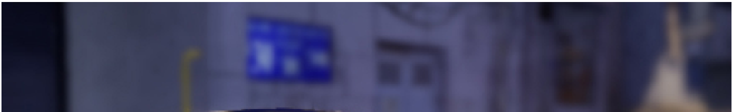
Panzer



Piss off your neighbors.

Price:	HK $360000
Store:	Kennedy Town Docks
Requires:	Face level 5

Wangan GSX



The ultimate autosports appliance: a technological triumph.

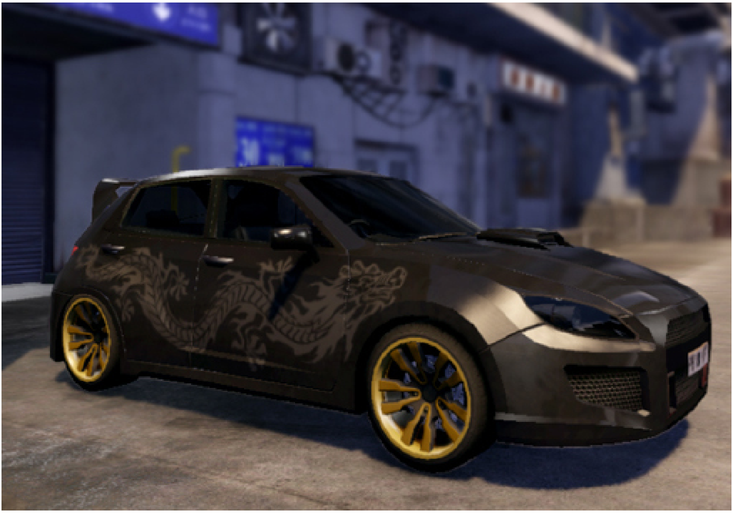
Price:	HK $550500
Store:	Kennedy Town Docks
Requires:	Face level 4

Blast

Italian automotive passion distilled into pure street-legal pleasure.

Price:	HK $420000
Store:	Kennedy Town Docks
Requires:	Face level 4

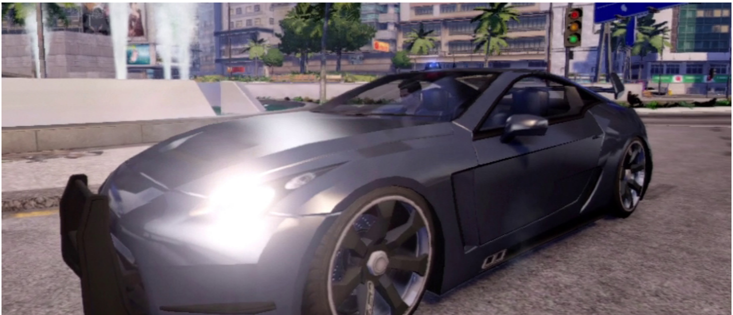
Triad Enforcer Car (DLC Car)



All-terrain turbo without boundaries.

Price:	N/A

Undercover Police Cruiser (DLC Car)



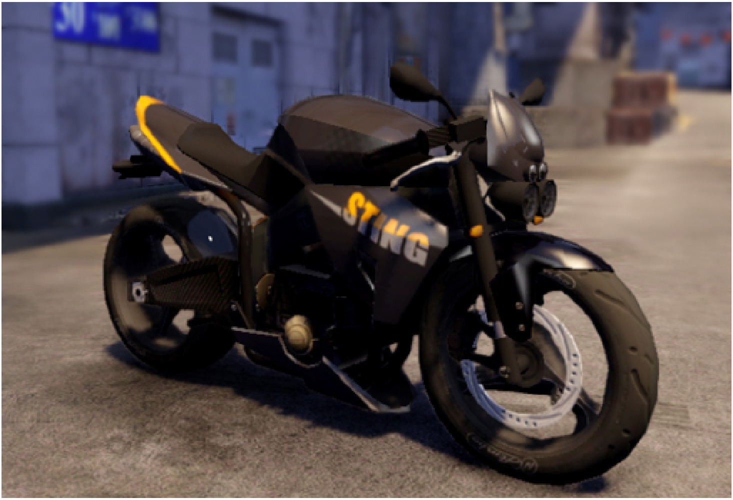
The ultimate unmarked cruiser.

Price:	N/A

Purchasable Motorcycles

C-Class

Sting (DLC Bike)



Racing bred with street manners.

Price:	N/A

B-Class

270 DX

This classic cruiser is focused on style, not speed.

Price:	Given to Wei along with his first safehouse after the
	“Night Market Chase” Main Story mission.

GX300

A city cruiser ideal for the crowded urban environment.

Price:	HK $38000
Store:	North Point Chop Shop

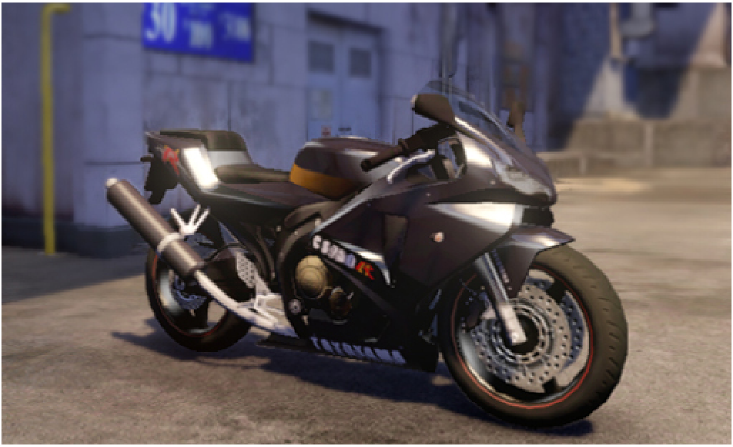
A-Class

1100 NA-R

Feel the power of 1100cc between your legs.

Price:	HK $150000
Store:	Kennedy Town Docks
Requires:	Face level 4

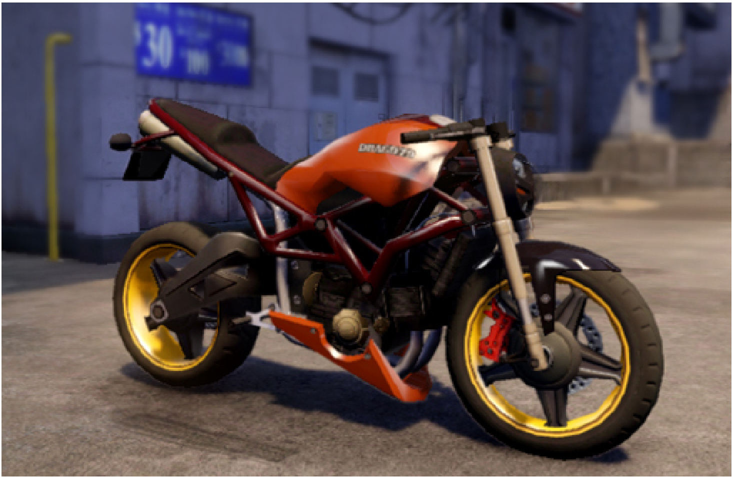
CS 750 R



Penultimate crotch rocket.

Price:	HK $69300
Store:	Top Glamour Imports
Requires:	Face level 3

Drag 979



A brilliant combination of speed, handling, and breakneck fun.

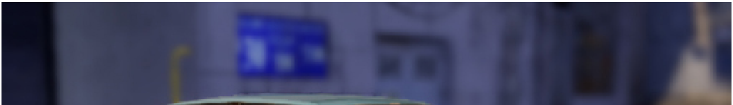
Price:	HK $92700
Store:	Top Glamour Imports
Requires:	Face level 4

Other Vehicles

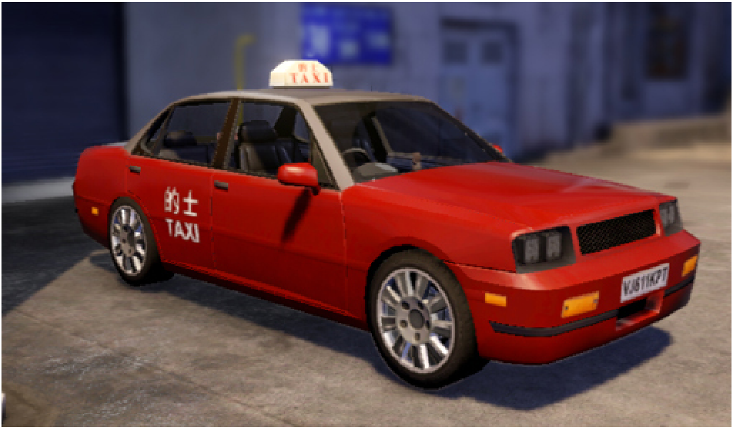
These cars, bikes, and boats cannot be bought, but most can be stolen. Sometimes you don't have much choice, as you don't have a parking garage filled with your personal rides nearby, so you need to improvise a ride out of someone else's possession.

625 MHC

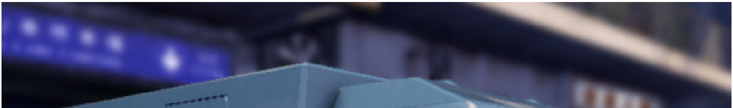
625 MHC GTS



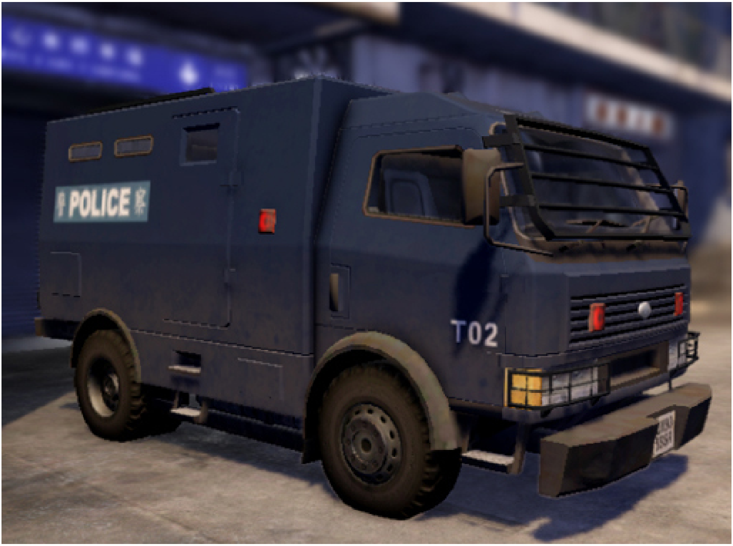
626 MHC Taxi



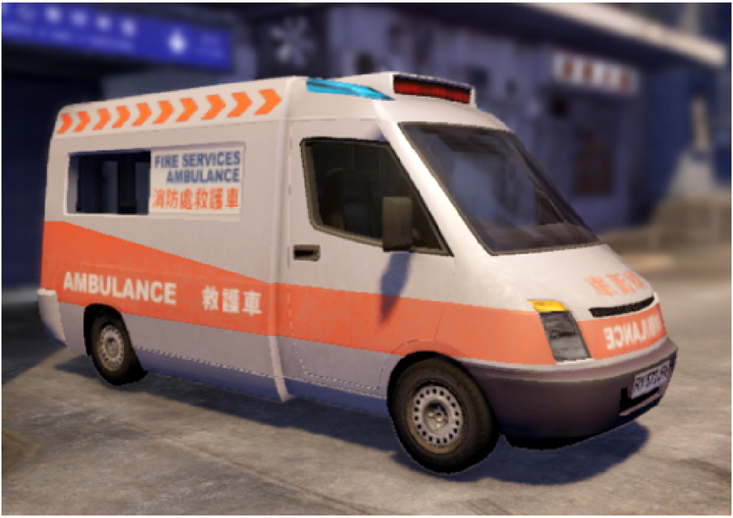
Aggressor Armoured



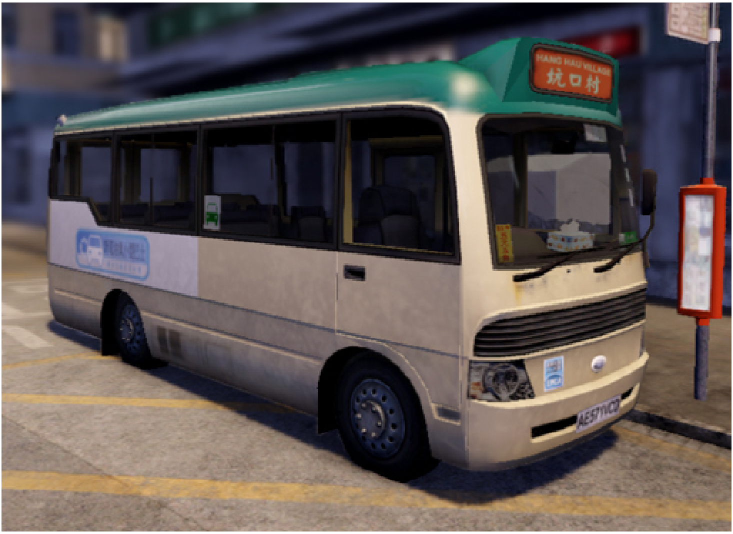
Aggressor SWAT



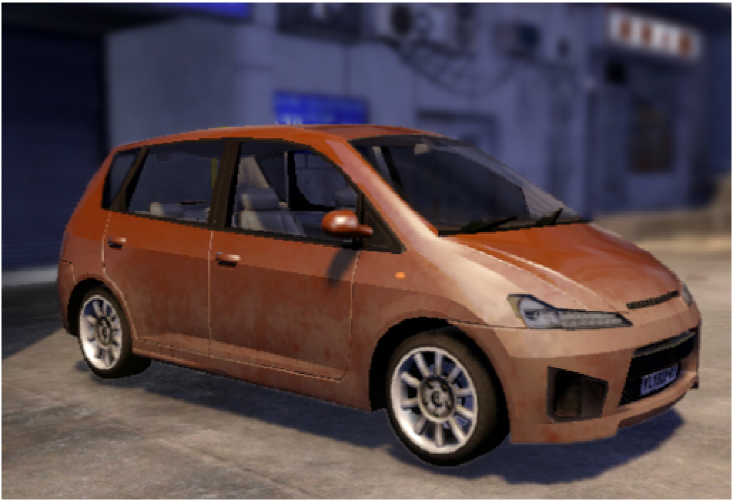
Ambulance



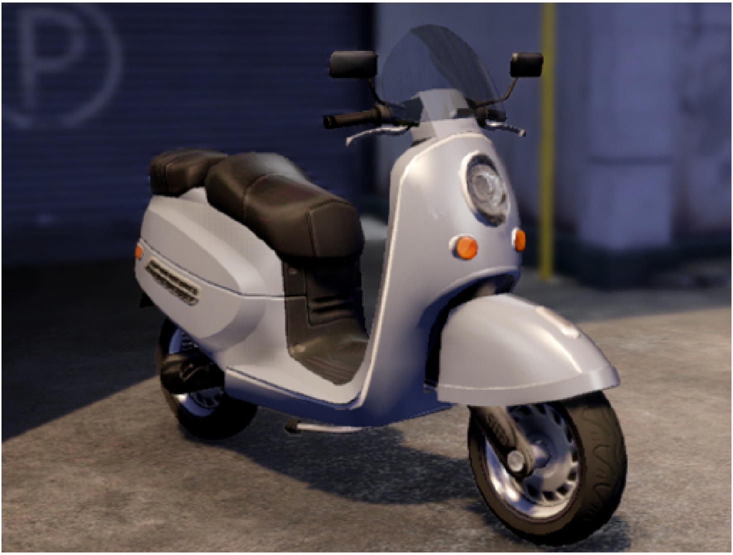
Can Zi



Cheer



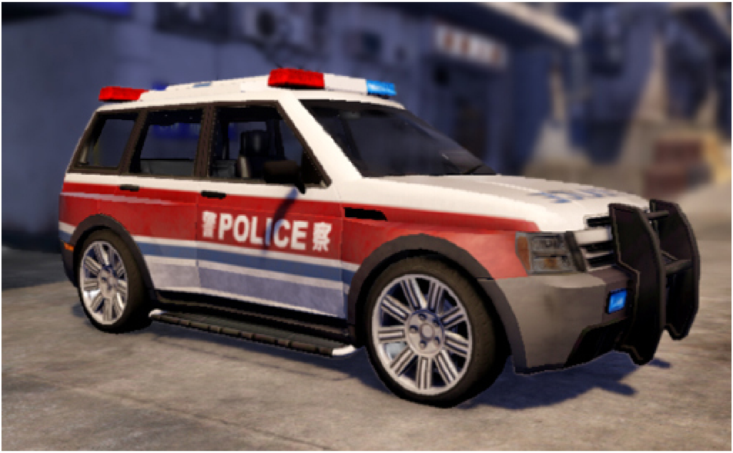
Citta



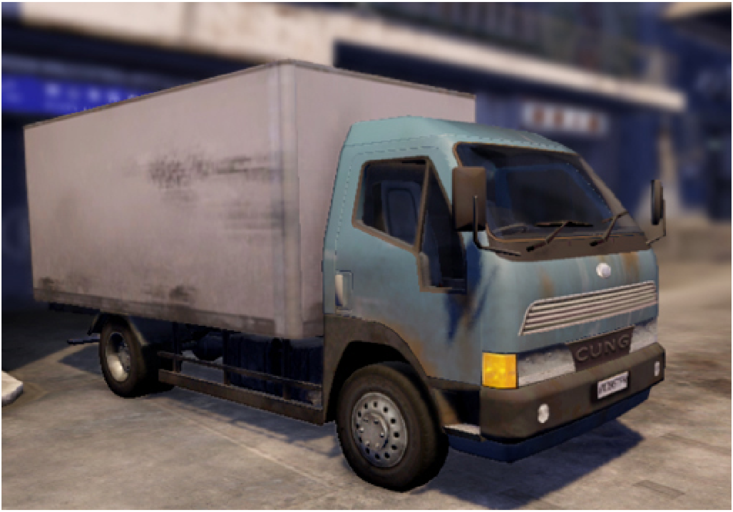
Cop Bike

POLICE
POLICE
察

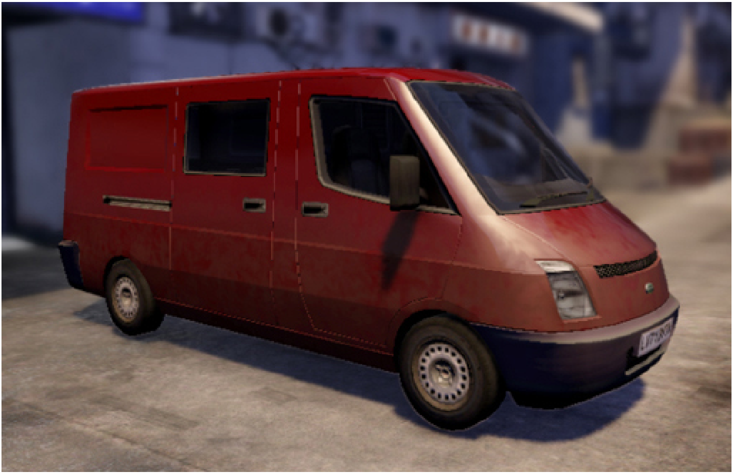
Cop SUV



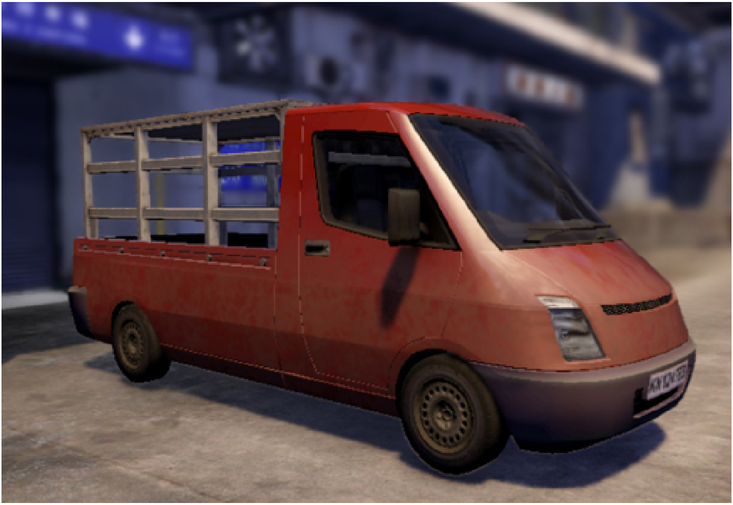
Cung Sau



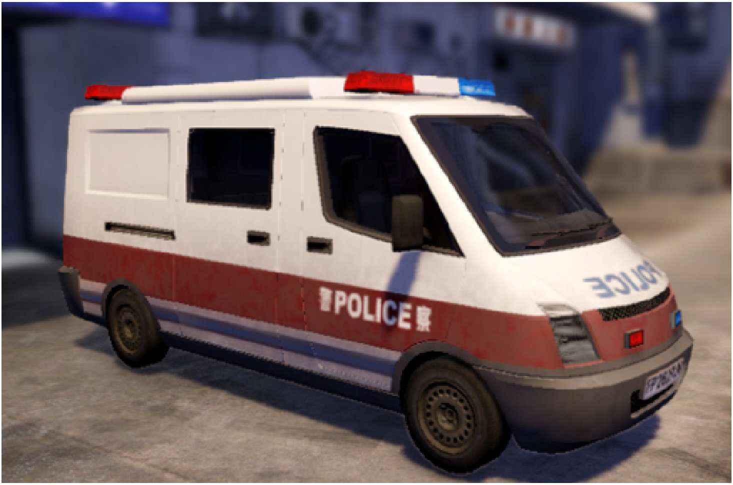
Dampfross



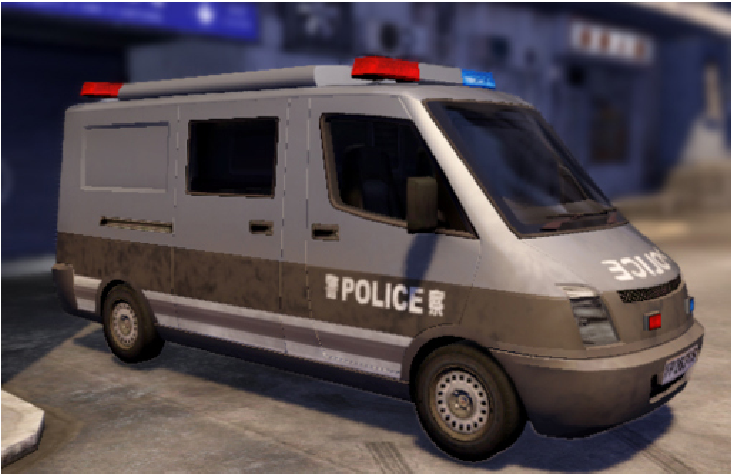
Dampfross Cargo



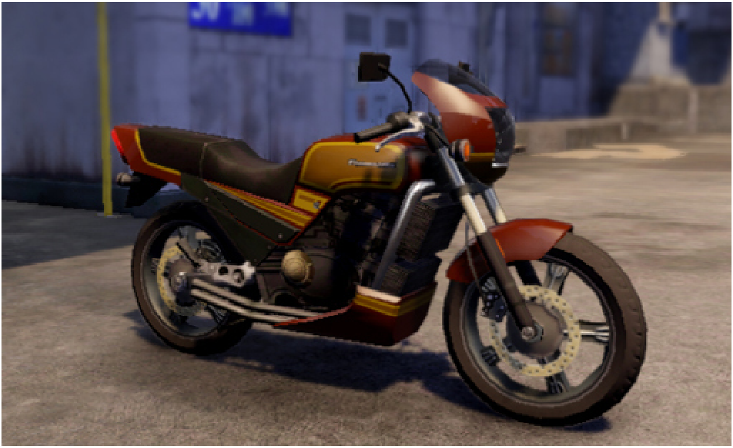
Dampfross Cop



Dampfross SWAT

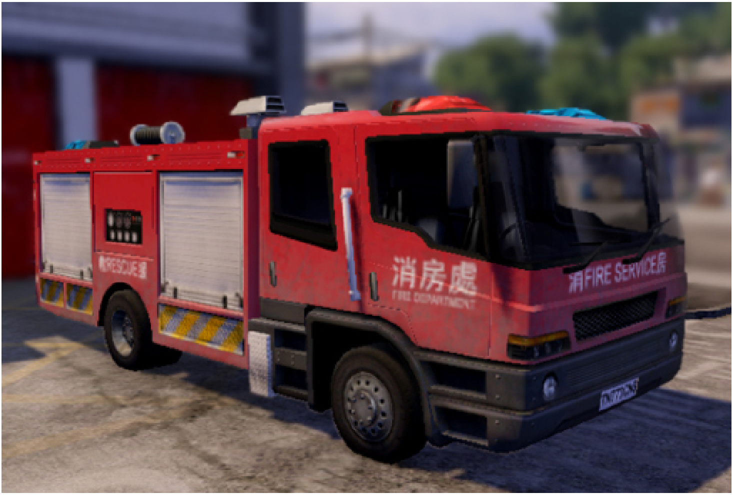


DX 305



Ferry

Fire Engine



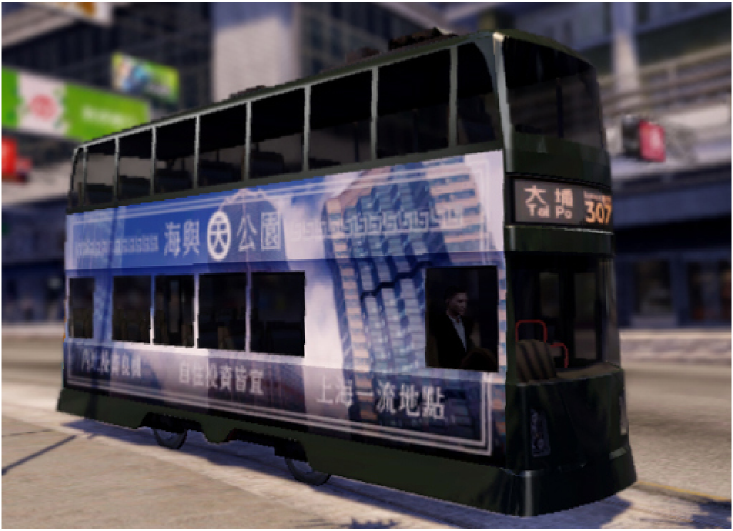
Gold Coast

Gopher

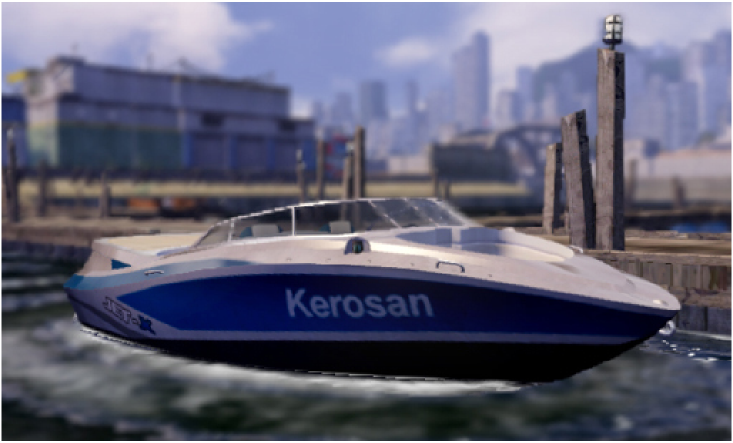
Green Gill

Guide

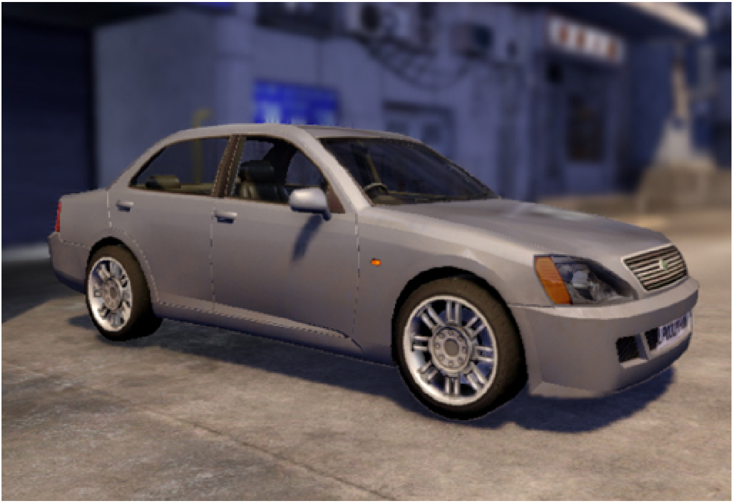
HTram



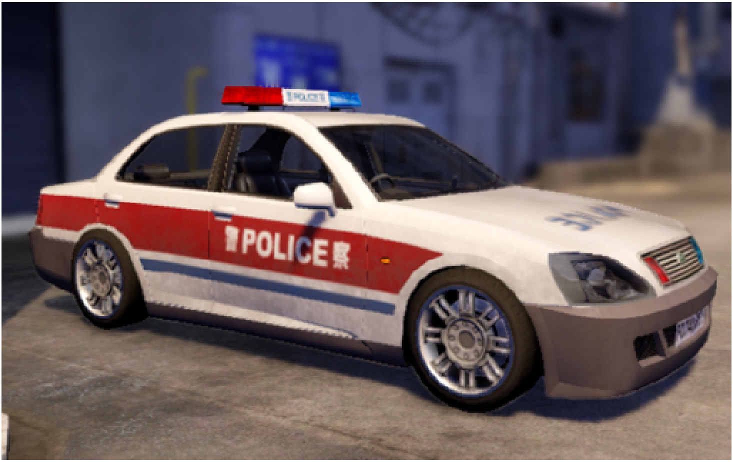
Jet 620V



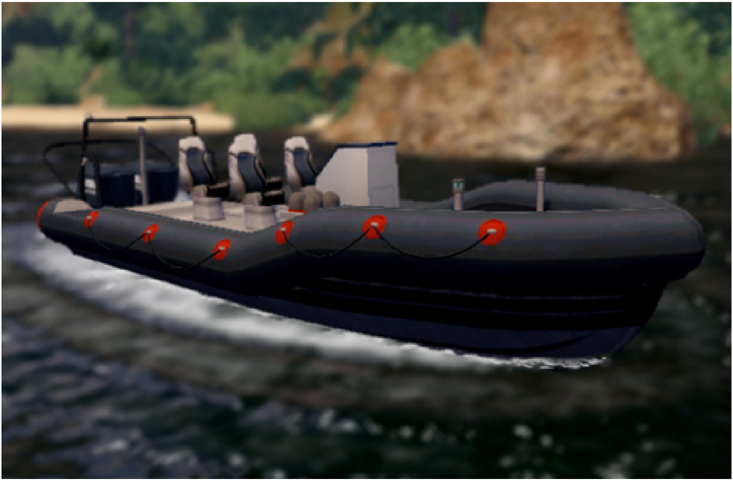
Kleinod



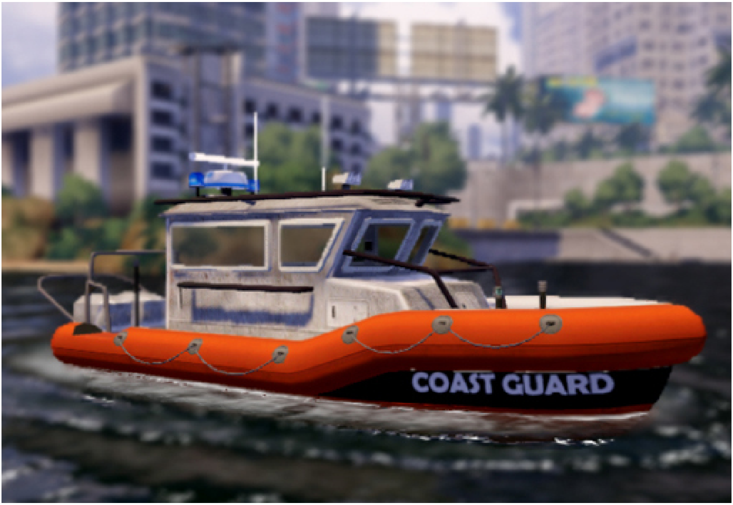
Kleinod Cop



Leo



Leo Coast Guard



Leo Police

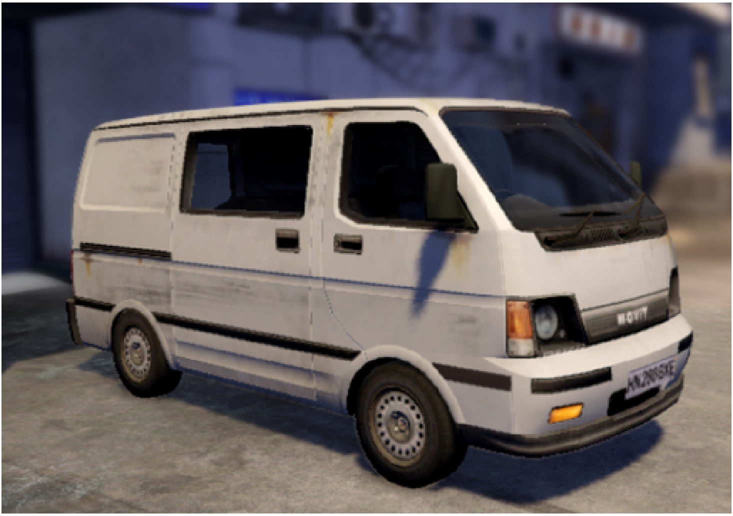
水警 POLICE
POLICE

Limo

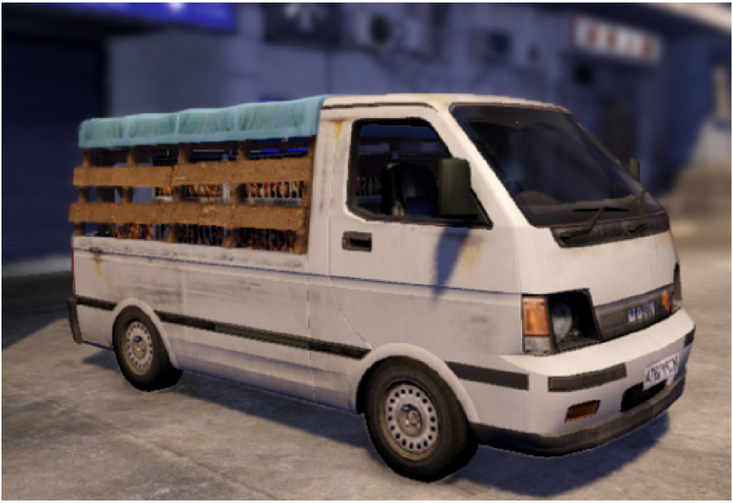
Little Bear

Mollusk

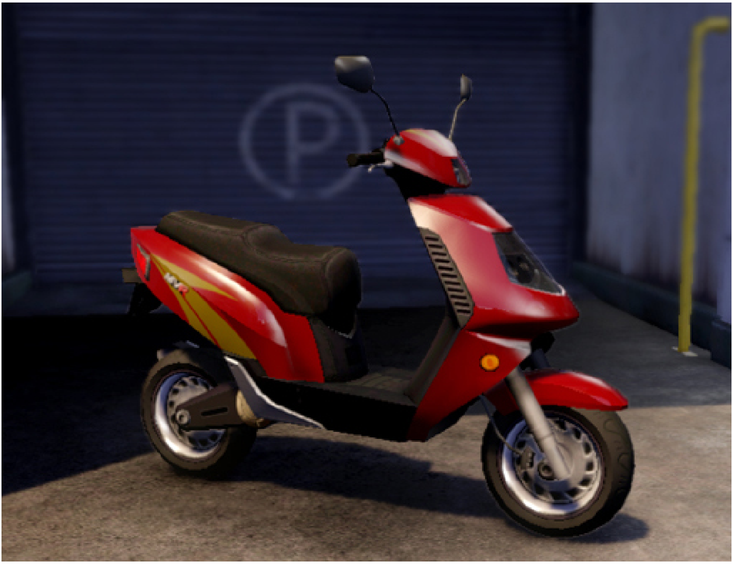
MOViT



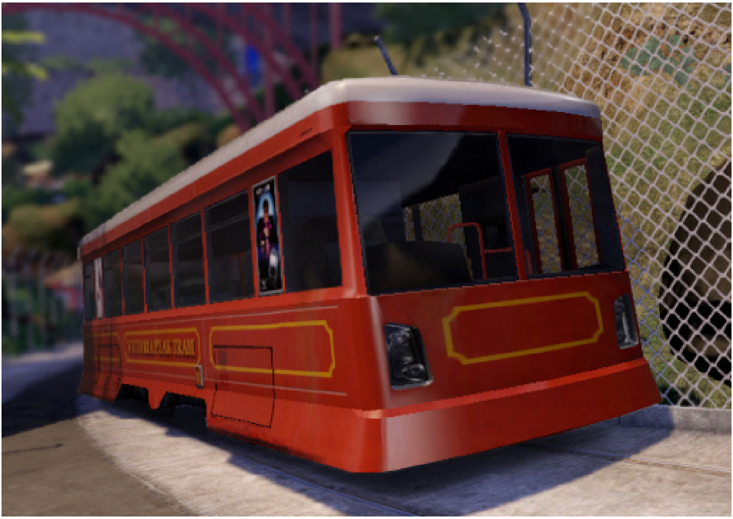
MOViT Cargo



MVR



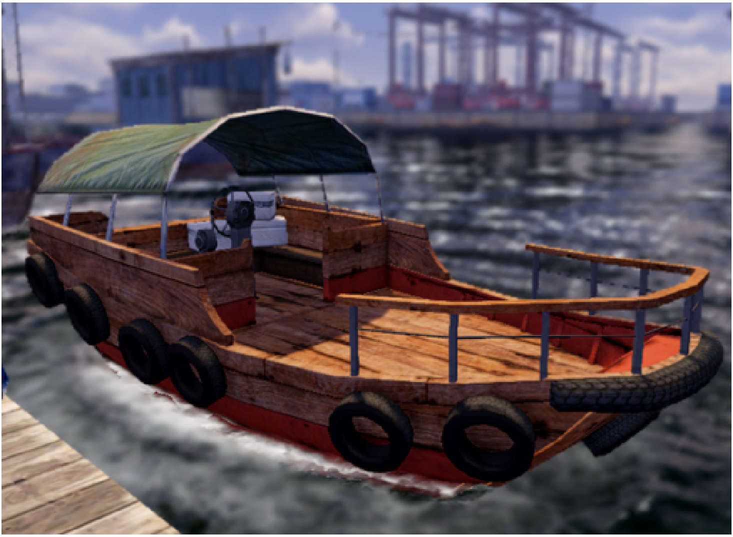
Peak Tram



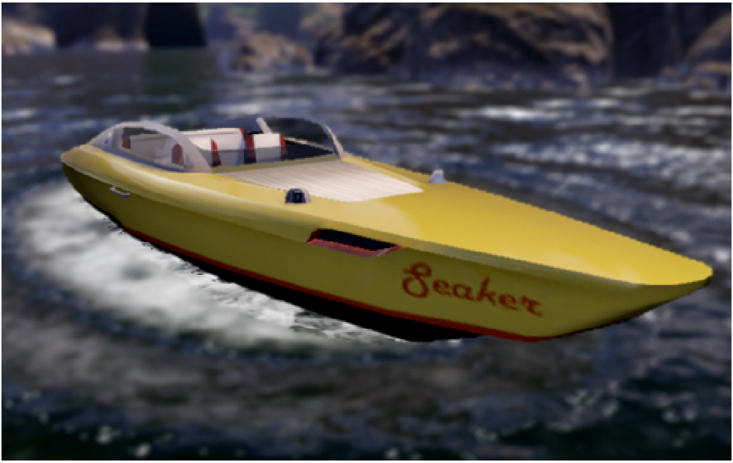
Red Siren

Ridge Sport SWAT

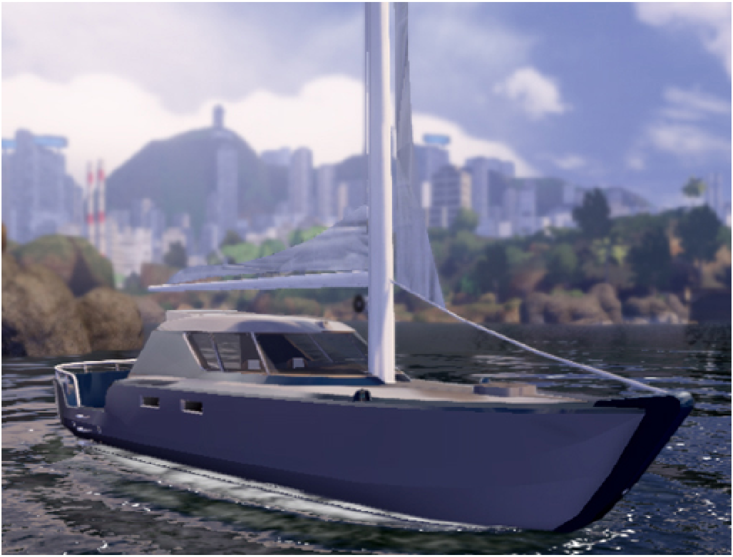
Sampan



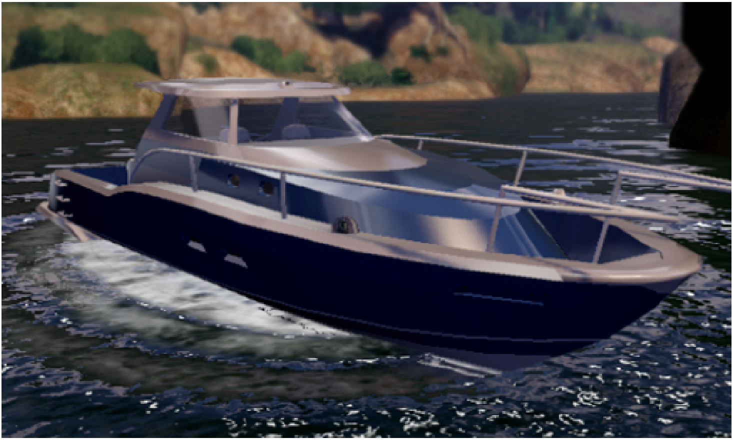
Seaker



Spanner



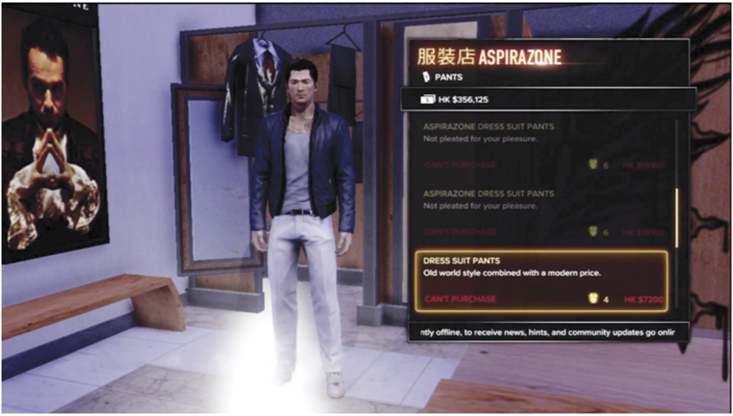
Super Light



Yun Song

TASTY
HK SPEEDY BUS 新速巴士
新速巴士
307
新速巴士

Clothing



服裝店 ASPIRAZONE

PANTS

HK $356,125

ASPIRAZONE DRESS SUIT PANTS
Not pleated for your pleasure.
CAN'T PURCHASE 6 HK $18160

ASPIRAZONE DRESS SUIT PANTS
Not pleated for your pleasure.
CAN'T PURCHASE 6 HK $18160

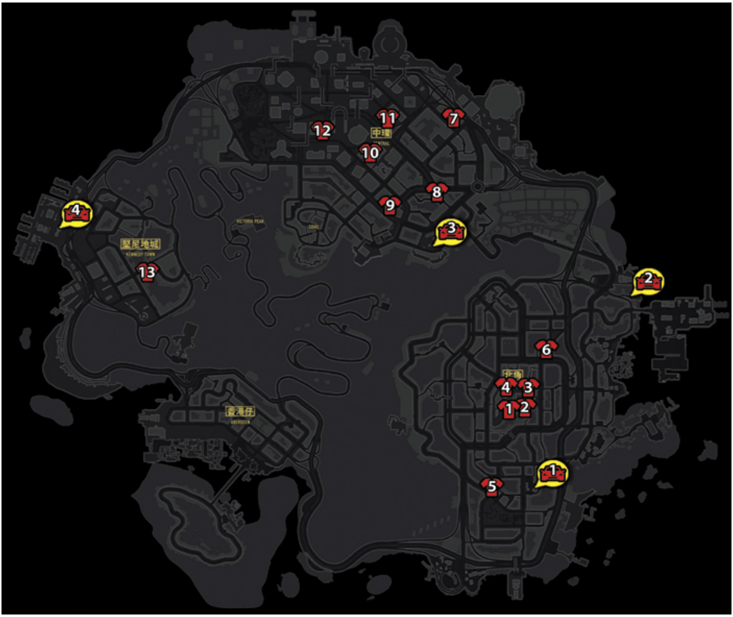
DRESS SUIT PANTS
Old world style combined with a modern price.
CAN'T PURCHASE 4 HK $7200

ntly offline, to receive news, hints, and community updates go onlir

You are capable of customizing Wei Shen's overall appearance by purchasing clothes from the thirteen different clothing stores located throughout Hong Kong. There are eight different categories of clothing items that can be combined to create a look you prefer: Torso, Pants, Shoes, Hats, Glasses, Chains, Watches, and Bracelets. Most clothing only offers aesthetic differences, but some clothing items belong to sets. When all pieces in a set are worn, you are granted a set bonus that can provide special attributes. It is possible to combine set bonuses with certain clothing pieces.

Additionally, over the course of the game you can unlock special complete preset outfits by completing specific missions. Players who download certain DLC packs will also receive new clothing articles and preset outfits. Certain outfits also provide special bonuses, but complete outfits can't be mixed with individual clothing pieces.

The thirteen different clothing stores in the city provide unique lists of items. The charts below show you what each store offers, the prices they start at before any special discounts, the required Face level to purchase the item if applicable, and any special bonuses the clothing might offer. A separate list also shows the different full clothing sets and when they are made available.



Click here for interactive maps

Store 1 - Number One Clothing

Location - North Point Night Market

Category	Name	Set Bonus	Face Level Required	Price
Torso	Undershirt	Minor Thug Set: +5% Melee Damag	N/A	HK $55
Torso	Knock-Off Hang + Sui V Neck (Light Grey)	Minor Thug Set: +5% Melee Damag	N/A	HK $80
Pants	Counterfeit J. Jiggler Track Pants (Yellow)	Minor Thug Set: +5% Melee Damag	N/A	HK $90
Pants	Very Baggy Jeans	Minor Thug Set: +5% Melee Damag	N/A	HK $110
Shoes	Faux J. Jiggler Canvas Sneakers	Minor Thug Set: +5% Melee Damag	N/A	HK $105

Hats	Baseball Cap (Black)	N/A	N/A	HK $60
Chains	Beaded Dragon	Respectable Face: +5% Bonus Face XP	1	HK $750
Bracelets	Rocker Wristband	N/A	N/A	HK $550

Store 1 - North Point Chop Shop

Location - North Point

Category	Name	Class	Face Level Required	Price
Car	BISAI	C	1	HK $29,000
Bike	GX300	B	1	HK $38,000
Car	KYOU KAN	C	2	HK $85,000
Car	SPARC	C	1	HK $55,000
Car	PRIME	C	1	HK $73,200
Car	NEO V	B	2	HK $63,200

Store 2 - Very Best Discount Store

Location - North Point Night Market

Category	Name	Set Bonus	Face Level Required	Price
Torso	T-Shirt (White)	N/A	N/A	HK $70
Torso	T-Shirt (Black)	N/A	N/A	HK $70
Torso	Fake Hang +Sui Fourhead V Neck	N/A	N/A	HK $490
Torso	Counterfeit Couronne Verdant V Neck	N/A	N/A	HK $355
Pants	Knock-Off J. Jiggler Track Pants (Charcoal)	Blue Lantern Triad Set: +5% bonus Triad XP	N/A	HK $500
Pants	Knock-Off J. Jiggler Track Pants s (Blue)	Blue Lantern Triad Set: +5% bonus Triad XP	N/A	HK $500
Hats	Trucker Hat (Design 1)	N/A	N/A	HK $210
Hats	Trucker Hat (Design 2)	N/A	N/A	HK $210
Glasses	Knock Off Frisky Sunglasses (Design 1)	N/A	N/A	HK $110
Bracelets	Awareness Band (Blue)	N/A	N/A	HK $45
Bracelets	Awareness Band (Orange)	N/A	N/A	HK $45
Bracelets	Awareness Band (Yellow)	N/A	N/A	HK $45
Bracelets	Awareness Band (White)	N/A	N/A	HK $45

Store 2 - Top Glamour Imports

Location - Central

Category	Name	Class	Face Level Required	Price
Bike	CS 750 R	A	3	HK $69,300
Bike	DRAG 979	A	4	HK $92,700
Car	860 MHC	B	3	HK $462,000
Car	SES	B	3	HK $330,000
Car	EXECUTIVE	B	3	HK $210,000
Car	BISMARCK	D	3	HK $390,000
Car	TERRE GT	B	4	HK $280,100

Store 3 - Savings City

Location - North Point Night Market

Category	Name	Set Bonus	Face Level Required	Price
Torso	T-Shirt (Bright Green)		N/A	HK $245
Torso	T-Shirt (Forest Green)		N/A	HK $245
Torso	Knock Off J. Jiggler Jersey (Green)	Blue Lantern Triad Set: +5% bonus Triad XP	N/A	HK $850
Hats	Trucker Hat (Design 3)	N/A	N/A	HK $235
Glasses	Knock Off Frisky Sunglasses (Design 2)	N/A	N/A	HK $255
Glasses	Face Mask	N/A	N/A	HK $140
Bracelets	Awareness Band (Pink)	N/A	N/A	HK $45
Bracelets	Awareness Band (Purple)	N/A	N/A	HK $45

Store 3 - Central Impound Yard

Location - Central

Category	Name	Class	Face Level Required	Price
Car	TAIKAI	B	2	HK $125,000
Car	HASSHA	B	3	HK $153,000
Car	ODAIKO	C	2	HK $160,000
Car	ENTERPRISE	C	2	HK $330,000
Car	RIDGE SPORT	D	2	HK $270,000
Car	DRIFTER GT	B	3	HK $210,000

Store 4 - Even Better Discount Clothing Store

Location - North Point Night Market

Category	Name	Set Bonus	Face Level Required	Price
Torso	Faux J. Jiggler Sports! T-Shirt (Blue)	N/A	N/A	HK $370
Torso	T-Shirt (Brown)	Minor Thug Bonus Set: +5% Melee Damage	N/A	HK $85
Torso	Knock-Off Hang + Sui V Neck	Minor Thug Bonus Set: +5% Melee Damage	N/A	HK $125
Torso	Fake J. Jiggler Hoody	N/A	N/A	HK $ 375
Shoes	Ikoze Talent	Blue Lantern Triad Set: +5% bonus Triad XP	N/A	HK $850
Shoes	Ikoze Perform	Blue Lantern Triad Set: +5% bonus Triad XP	N/A	HK $840
Hats	Baseball Cap (Yellow)	N/A	N/A	HK $245
Hats	Baseball Cap (Red)	N/A	N/A	HK $245
Bracelets	Awareness Band (Bright Green)	N/A	N/A	HK $45

Store 4 - Kennedy Town Docks

Location - Kennedy Town Docks

Category	Name	Class	Face Level Required	Price
Bike	1100 NA-R	A	4	HK $150,000
Car	PANZER	A	5	HK $360,000
Car	WANGAN GSX	A	4	HK $550,500
Car	TUONO	A	7	HK $605,000
Car	BLAST	A	4	HK $420,000
Car	ETALON	A	6	HK $520,300
Car	VELOCITA	A	4	HK $649,900

Store 5 - Hang + Sui

Location - North Point

Category	Name	Set Bonus	Face Level Required	Price
Torso	J. Jiggler Track Top (Red)	Police Constable Bonus Set: +5% bonus Police XP	2	HK $1299
Torso	J. Jiggler Track Top (Blue)	Police Constable Bonus Set: +5% bonus Police XP	2	HK $1299
Torso	Ikoze T-Shirt (Black)	N/A	N/A	HK $575
Torso	Ikoze Bold T-Shirt	N/A	N/A	HK $469
Torso	Hang + Sui V Neck (Blue)	Police Constable Bonus Set: +5% bonus Police XP	2	HK $1445
Torso	J. Jiggler Hoody (Purple)	N/A	N/A	HK $532
Torso	Couronne Tank Top (Black)	Police Constable Bonus Set: +5% bonus Police XP	N/A	HK $1080
Shoes	Ikoze Naturals	Police Constable Bonus Set: +5% bonus Police XP	2	HK $5050
Shoes	J. Jiggler Canvas Sneakers	Thug Bonus Set: +10% Melee Damage	2	HK $1580
Hats	Baseball Cap (Orange)	N/A	N/A	HK $245
Hats	Baseball Cap (White)	N/A	N/A	HK $245
Glasses	Frisky Cruiser Sunglasses	N/A	N/A	HK $2440

Store 6 - J. Jiggler

Location - North Point

Category	Name	Set Bonus	Face Level Required	Price
Torso	Hang + Sui Dino T-Shirt	N/A	N/A	HK $450
Torso	J. Jiggler Sports! T-Shirt		N/A	HK $529
Torso	Couronne Fubar Hoody	Minor Thug Bonus Set: +5% Melee Damage	N/A	HK $4,100
Pants	J. Jiggler Track Pants (Red)	Blue Lantern Triad Set: +5% bonus Triad XP	N/A	HK $749
Pants	J. Jiggler Track Pants (White)	Blue Lantern Triad Set: +5% bonus Triad XP	N/A	HK $749
Pants	Hang + Sui Baggy Jeans (Light Blue)	N/A	N/A	HK $1680
Pants	Hang + Sui Baggy Jeans (Black)	N/A	N/A	HK $1680
Shoes	J. Jiggler Canvas Sneakers (Blue)	Thug Bonus Set: +10% Melee Damage	2	HK $1565
Shoes	J. Jiggler Canvas Sneakers (Green)	Thug Bonus Set: +10% Melee Damage	2	HK $1565
Hats	Baseball Cap (Green)	N/A	N/A	HK $245
Hats	Panama Hat	N/A	N/A	HK $1200
Bracelets	Hang + Sui Leather Wrist Bands	Respectable Face: +5% bonus Face XP	2	HK $5960

Store 7 - Couronne

Location - Central

Category	Name	Set Bonus	Face Level Required	Price
Torso	Couronne Classic	Police Sergeant Bonus Set: +10% bonus Police XP	4	HK $7,920
Torso	Couronne Long Jacket	All Business Set: +10% discount on Vehicles	5	HK $26,000
Torso	Hang + Sui T-Shirt		N/A	HK $530
Pants	Couronne Whiskered Jeans	Red Pole Bonus Set: +10% bonus Triad XP	3	HK $4,420
Shoes	Achete Boots	Lady Killer Set: Drive the ladies wild!	4	HK $3,450
Glasses	Frisky Blockers (Design 1)	Honored Face Set: +10% bonus Face XP	4	HK $12,420
Glasses	Frisky Blockers (Design 2)	Respectable Face Set: +5% bonus Face XP	2	HK $3,420
Chains	Frisky Gold Chain	Honored Face Set: +10% bonus Face XP	5	HK $12,000
Watches	Ikoze Sport Watch	Honored Face Set: +10% bonus Face XP	3	HK $12.945

Store 8 - Ikoze

Location - Central

Category	Name	Set Bonus	Face Level Required	Price
Torso	Couronne T-Shirt (Black)	N/A	N/A	HK $420
Torso	Hang + Sui T-Shirt	N/A	N/A	HK $570
Torso	Generic V Neck	N/A	N/A	HK $340
Torso	Couronne Street V Neck (Red)	Minor Thug Bonus Set: +5% Melee Damage	2	HK $1,215
Torso	Achete Button Up Shirt	Bargain Hunter Set: +5% discount on vehicles	3	HK $8,670
Torso	Achete Leather Jacket (Black)	Thug Bonus Set: +10% Melee Damage	2	HK $4,180
Torso	Achete Leather Jacket (Brown)	Thug Bonus Set: +10% Melee Damage	2	HK $4,180
Shoes	Ikoze Kicks (Black)	Thug Bonus Set: +10% Melee Damage	2	HK $1,645
Shoes	Ikoze Kicks (White)	Thug Bonus Set: +10% Melee Damage	2	HK $1,645
Glasses	Hang + Sui Pilots (Silver)	N/A	2	HK $1,370
Glasses	Hang + Sui Pilots (Black)	N/A	2	HK $1,370
Chains	Frisky White Gold Chain	Respectable Face Set: +5% bonus Face XP	N/A	HK $5,320
Chains	Hang + Sui Coin On String Neckla	N/A	N/A	HK $180
Watches	Ikoze Sport Watch (Silver)	N/A	2	HK $835

Store 9 - Hang + Sui

Location - Central

Category	Name	Set Bonus	Face Level Required	Price
Torso	Hang + Sui T-Shirt (Purple)	N/A	N/A	HK $270
Torso	Ikoze Bold T-Shirt (Blue)	N/A	N/A	HK $230
Torso	Couronne Street V Neck (White)	Minor Thug Set: +5% Melee Damage	N/A	HK $910
Torso	Bruno James V Neck (Black)	Bargain Hunter Set: +5% discount on vehicles	3	HK $5,385
Torso	Bruno James V Neck (Blue)	Bargain Hunter Set: +5% discount on vehicles	3	HK $4,385
Torso	Couronne V Neck (Grey)	N/A	N/A	HK $620
Torso	J. Jiggler Puffy Coar (Dark Green)	Red Pole Bonus Set: +10% bonus Triad XP	3	HK $6,080
Torso	J. Jiggler Puffy Coar (Blue)	Red Pole Bonus Set: +10% bonus Triad XP	3	HK $6,080
Pants	Hang + Sui Cargo Pants (Green)	Thug Bonus Set: +10% Melee Damage	2	HK $2,620
Pants	Hang + Sui Cargo Pants (Grey)	Thug Bonus Set: +10% Melee Damage	2	HK $2,620
Pants	Hang + Sui Camo Cargo Pants	Thug Bonus Set: +10% Melee Damage	2	HK $2,620
Pants	Hang + Sui Boot Cut Jeans	Red Pole Bonus Set: +10% bonus Triad XP	3	HK $4,845
Pants	Couronne Douche Jeans	Police Constable Bonus Set: +5% bonus Police XP	2	HK $6,200
Shoes	Ikoze Kicks (Light Blue)	Thug Bonus Set: +10% Melee Damage	2	HK $1,400
Shoes	Ikoze Kicks (Red)	Thug Bonus Set: +10% Melee Damage	2	HK $1,400
Shoes	Ikoze Assassins	Red Pole Bonus Set: +10% bonus Triad XP	3	HK $6,700
Shoes	Ikoze Clubstyle	Red Pole Bonus Set: +10% bonus Triad XP	3	HK $6,700
Shoes	Faux J. Jiggler Canvas Sneakers (White)	Minor Thug Bonus Set: +5% Melee Damage	N/A	HK $460
Shoes	J. Jiggler Canvas Sneakers (Black)	Thug Bonus Set: +10% Melee Damage	2	HK $1,660
Glasses	Frisky Ice	Honored Face: +10% bonus Face XP	4	HK $12,020
Glasses	Frisky Gold	Respectable Face: +5% bonus Face XP	4	HK $4,400

Store 10 - Achete

Location - Central

Category	Name	Set Bonus	Face Level Required	Price
Torso	Couronne V Neck (Blue)	N/A	N/A	HK $515
Torso	Ikoze Pride V Neck (Yellow)	Blue Lantern Triad Set: +5% bonus Triad XP	N/A	HK $500
Torso	Achete Hipster Hacket (Grey)	Lady Killer Set: Drive the ladies wild!	4	HK $9,240
Torso	Achete Hipster Hacket (Red)	Lady Killer Set: Drive the ladies wild!	4	HK $9,240
Torso	Achete Hipster Hacket (Black)	Lady Killer Set: Drive the ladies wild!	4	HK $9,240
Torso	Ikoze Quilted Jacket	Bargain Hunter Set: 5% discount on vehicles	3	HK $12,400
Pants	J. Jiggler Straight Leg Jeans (Blue)	Mountain Master Triad Set: +15% bonus Triad XP	7	HK $21,620
Pants	J. Jiggler Straight Leg Jeans (Dark Blue)	Mountain Master Triad Set: +15% bonus Triad XP	7	HK $21,620
Pants	J. Jiggler Skinny Jeans	Lady Killer Set: Drive the ladies wild!	4	HK $5,000
Shoes	J. Jiggler Canvas Sneakers (Yellow)	Thug Bonus Set: +10% bonus Melee Damage	2	HK $1,368
Shoes	J. Jiggler Canvas Sneakers (Yellow 2)	Thug Bonus Set: +10% bonus Melee Damage	2	HK $1,468
Shoes	Ikoze Kicks	Police Sergeant Bonus Set: +10% bonus Police XP	4	HK $6,220
Glasses	Frisky Cruiser Sunglasses (Black)	Honored Face: +10% bonus Face XP	4	HK $9,500
Glasses	Frisky Cruiser Sunglasses (White)	Honored Face Set: +10% bonus Face XP	4	HK $9,500
Watches	Ikoze Sports Watch (Black)	Honored Face: +10% bonus Face XP	3	HK $17,500

Store 11 - Bruno James

Location - Central

Category	Name	Set Bonus	Face Level Required	Price
Torso	Couronne Puffy Vest (Red)	Mountain Master Triad Set: +15% bonus Triad XP	7	HK $28,800
Torso	Aspirazone Business Suit (Black)	Police Sergeant Bonus Set: +10% bonus Police XP	4	HK $20,030
Torso	Aspirazone Business Suit (Navy Blue)	Police Sergeant Bonus Set: +10% bonus Police XP	4	HK $20,030
Pants	Hang + Sui Slacks (Dark Blue)	Police Sergeant Bonus Set: +10% bonus Police XP	4	HK $12,235
Pants	Hang + Sui Slacks (Charcoal)	Police Sergeant Bonus Set: +10% bonus Police XP	4	HK $12,235
Pants	Dress Suit Pants by Achete (Dark Grey)	Bargain Hunter Set: 5% discount on vehicles	3	HK $5,390
Pants	Dress Suit Pants by Achete (Dark Blue)	Bargain Hunter Set: 5% discount on vehicles	3	HK $5,390

Shoes	Achete Tan Loafers	All Business Set: +10% discount on vehicles	5	HK $14,620
Shoes	Achete Black Loafers	All Business Set: +10% discount on vehicles	5	HK $14,620
Shoes	Hang + Sui Oxford	Bargain Hunter Set: 5% discount on vehicles	3	HK $5,850
Shoes	Achete Standup Boots	Mountain Master Triad Set: +15% bonus Triad XP	7	HK $17,400
Watches	Cambria Scallop Watch	Honored Face: +10% bonus Face XP	3	HK $24,500
Bracelets	Black Pearl Bracelet by Cambria	Venerable Face: +15% bonus Face XP	5	HK $29,000

Store 12 - Aspirazone

Location - Central

Category	Name	Set Bonus	Face Level Required	Price
Torso	Aspirazone Designer Suit (Black and Red)	Master Negotiator Set: +15% discount on Vehicles	8	HK $61,600
Torso	Aspirazone Designer Suit (Blue)	Master Negotiator Set: +15% discount on Vehicles	8	HK $57,750
Pants	Aspirazone Suit Pants	Police Inspector Bonus Set: +15% bonus Police XP	6	HK $18,160
Pants	Aspirazone Dress Suit Pants (Navy)	Police Inspector Bonus Set: +15% bonus Police XP	6	HK $18,160
Pants	Aspirazone Dress Suit Pants (Light Grey)	Police Inspector Bonus Set: +15% bonus Police XP	6	HK $18,160
Pants	Dress Suit Pants	N/A	N/A	HK $7,200
Pants	Aspirazone Dress Suit Pants (Brown)	All Business Set: +10% discount on Vehicles	5	HK $10,200
Pants	Aspirazone Dress Suit Pants (Grey)	All Business Set: +10% discount on Vehicles	5	HK $10,200
Shoes	Stiddaroli Brown	Master Negotiator Set: +15% discount on Vehicles	8	HK $26,400
Shoes	Stiddaroli White	Master Negotiator Set: +15% discount on Vehicles	8	HK $26,400
Shoes	Black Loafers	All Business Set: +10% discount on Vehicles	5	HK $14,235
Shoes	Earth Tone Loafers	All Business Set: +10% discount on Vehicles	5	HK $14,235
Shoes	Aspirazone Malavitosi Black	Police Inspector Bonus Set: +15% bonus Police XP	6	HK $22,240

Store 13 - Salzaus

Location - Central

Category	Name	Set Bonus	Face Level Required	Price
Torso	Bruno James Formal Suit (Grey)	Police Inspector Bonus Set: +15% bonus Police XP	6	HK $42,350
Torso	Bruno James Formal Suit (Blue)	Police Inspector Bonus Set: +15% bonus Police XP	6	HK $42,350
Torso	Bruno James Formal Suit (Tan)	Police Inspector Bonus Set: +15% bonus Police XP	6	HK $42,350
Torso	Bruno James Formal Suit (White)	Police Inspector Bonus Set: +15% bonus Police XP	6	HK $42,350
Torso	Futurismo	Lady Killer Set: Drive the Ladies Wild!	8	HK $92,400
Torso	Aspirazone Designer Suit (Blue and Tan)	Master Negotiator Set: +15% discount on Vehicles	8	HK $57,750
Torso	Aspirazone Designer Suit (Brown)	Master Negotiator Set: +15% discount on Vehicles	8	HK $53,900
Torso	Aspirazone Business Suit (Blue and Grey)	N/A	N/A	HK $46,200
Torso	Aspirazone Business Suit (Grey and Black)	N/A	N/A	HK $46,200
Pants	Aspirazone Dress Suit Pants (White)	Master Negotiator Set: +15% discount on Vehicles	8	HK $17,315
Pants	Aspirazone Dress Suit Pants (Dark Grey)	Master Negotiator Set: +15% discount on Vehicles	8	HK $17,315
Shoes	Cream Meshiders	Master Negotiator Set: +15% discount on Vehicles	8	HK $27,700
Shoes	Black Meshiders	Master Negotiator Set: +15% discount on Vehicles	8	HK $27,700
Shoes	Brown Meshiders	Master Negotiator Set: +15% discount on Vehicles	8	HK $27,700
Glasses	Cambria Nerdique	Venerable Face: +15% bonus Face XP	7	HK $49,250
Chains	Jade Necklace	Venerable Face: +15% bonus Face XP	6	HK $150,000
Watches	Cambria Insider	Venerable Face: +15% bonus Face XP	8	HK $107,800
Watches	Gold Link Bracelet	Venerable Face: +15% bonus Face XP	8	HK $269,500

Clothing Sets

Name	Bonus	Unlocked By
Work Out Clothes	None	Completing Main Story mission "Amanda"
Shen Zen	None	Completing Martial Arts Club: North Point
Manhattan Melee	None	Completing Martial Arts Club: Central
Hog Pen Row	None	Completing Martial Arts Club: Kennedy Town
The Bon Gak	None	Completing Martial Arts Club: Aberdeen
Grubby Clothes		Complete the Popstar Case

Monk	None	Completing Main Story mission "Bride to Be"
The Winston Chu Ensemble	None	Completing Main Story mission "Bride to Be"
Wedding Suit	None	Completing Main Story mission "The Wedding"
Doctor Uniform	None	Complete Serial Killer, Part 2
Mr. Black	None	Open Central Lock Box 13
Tourist Outfit	None	Complete "Tang's Toy" Favor
Funeral Suit	None	Completing Main Story mission "Funeral"
Part-Time Assassin Set	None	Open North Point Lock Box 39
Detective Shen	None	Complete the game
Hai Tien Vintage Jumpsuit	None	Open North Point Lock Box 6

Lock Box Clothing

Location and Number	Clothing Article	Set Bonus
North Point		
2	Stiddaroli Black (Shoes)	Master negotiator Set: +15% Discount when buying vehicles
8	Hang + Sui V Neck (Torso)	None
9	Ikoze Sport Watch	Honored Face: +10% bonus Face XP
10	Baseball Cap	None
19	Awareness Band	None
25	Frisky Blockers	Honored Face: +10% bonus Face XP
31	T-Shirt	None
32	J. Jiggler Track Pants	None
33	Ikoze Type OS	Police Constable Bonus Set: +5% bonus Police XP
34	J. Jiggler Canvas Sneakers	Thug Bonus Set: +10% Melee Damage
35	Knock Off J. Jiggler Jersey	Blue Lantern Triad Set:+ 5% bonus Triad XP
38	Faux Couronne Viridian V Neck	None
Central		
2	Dress Suit Pants by Achete	Bargain Hunter Set: +5% discount when buying vehicles
11	Couronne Street V Neck (Shirt)	None
12	Ikoze Kicks	Thug Bonus Set: +10% Melee Damage
15	Baseball Cap	None
20	Counterfeit J. Jiggler Track Pants	Minor Thug Bonus Set: +5% Melee Damage
23	Aspirazone Dress Suit Pants	Police Inspector Set: +15% bonus Police XP
24	Achete Leather Jacket	Thug Bonus Set: +10% Melee Damage
28	Baseball Cap	None

30	Ikoze Sport Watch	Honored Face: +10% bonus Face XP
Kennedy Town		
1	Hang + Sui Pilots	None
2	Cambria Pure	Venerable Face: +15% bonus Face XP
3	Awareness Band	None
4	Aspirazone Buff Jacket	Master negotiator Set: +15% Discount when buying vehicles
9	Couronne Puffy Vest	Mountain Master Triad Set: +15% bonus Triad XP
11	J. Jiggler Track Top	None
Aberdeen		
2	Couronne T-Shirt	None
4	Fake Ikoze Hoody	None
6	J. Jiggler Track Pants	None
10	Hang + Sui Pilots	None
13	Knock Off J. Jiggler Jersey	Blue Lantern Triad Set:+ 5% bonus Triad XP

DLC Clothing

Location and Number	Bonus	Unlocked By
GSP Outfit A	Unleash GSP's Flying Punch and increased grappling damage!	GSP DLC Pack
GSP Outfit B	Unleash GSP's Flying Punch and increased grappling damage!	GSP DLC Pack
GSP Outfit C	Unleash GSP's Flying Punch and increased grappling damage!	GSP DLC Pack
GSP Outfit D	Unleash GSP's Flying Punch and increased grappling damage!	GSP DLC Pack
Rico Outfit	N/A	Just Cause DLC
Shaolin Warrior Outfit	N/A	Martial Arts DLC Pack
Racing Jacket	N/A	Street Racer DLC Pack
Dragon Helmet	N/A	Street Racer DLC Pack
Triad Enforcer Outfit	N/A	Triad Enforcer DLC Pack
Detective Outfit	N/A	Best Buy Pre-order DLC

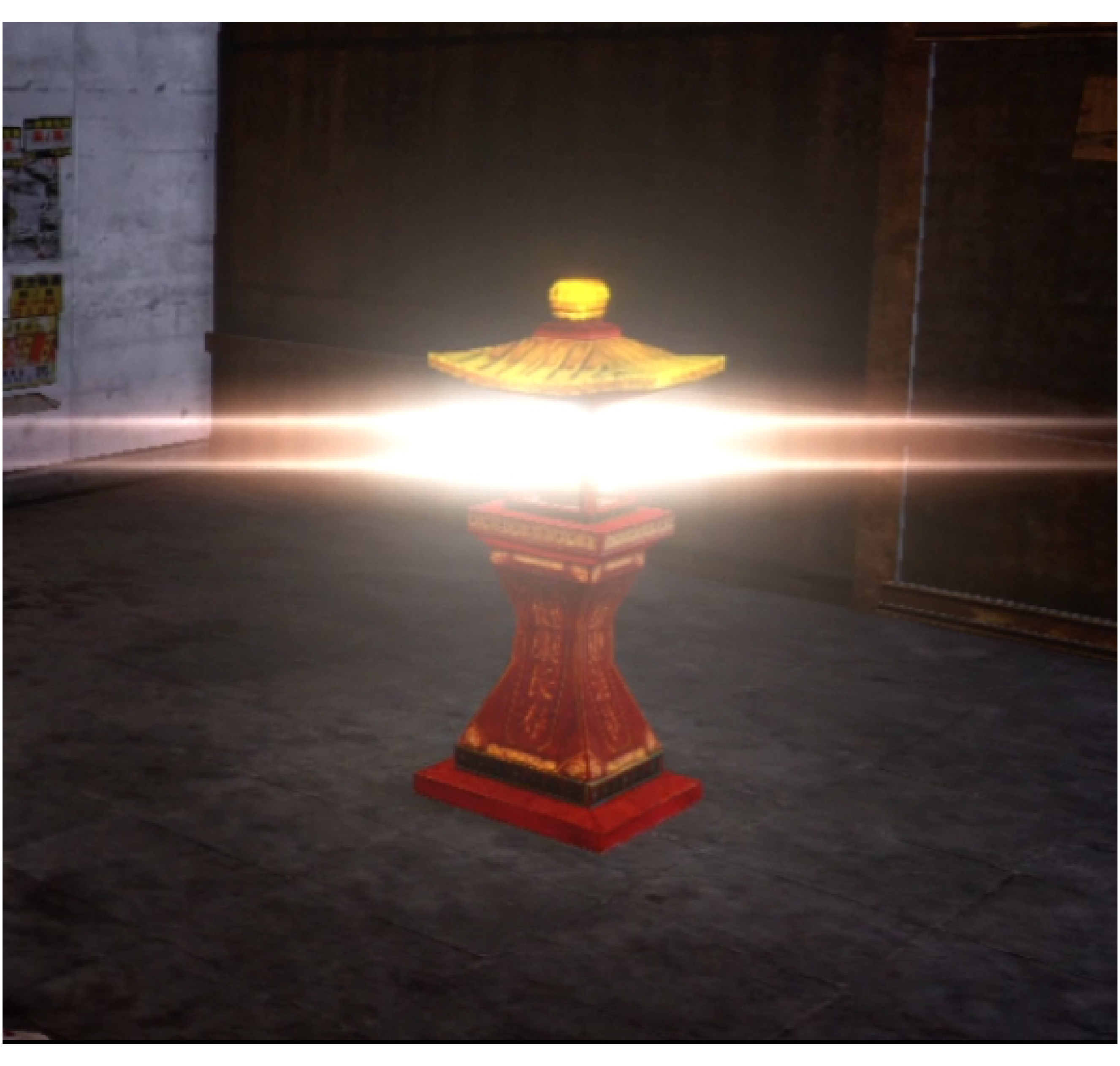
Collectibles

There are multiple collectible items that can be found throughout Hong Kong that contribute to Wei's ability to complete his undercover assignment. Finding these items without help can be difficult, but that is where the maps in this section will come in handy.

Note

Most collectibles can be tracked on the in-game map by completing favors for certain characters.

Health Shrines

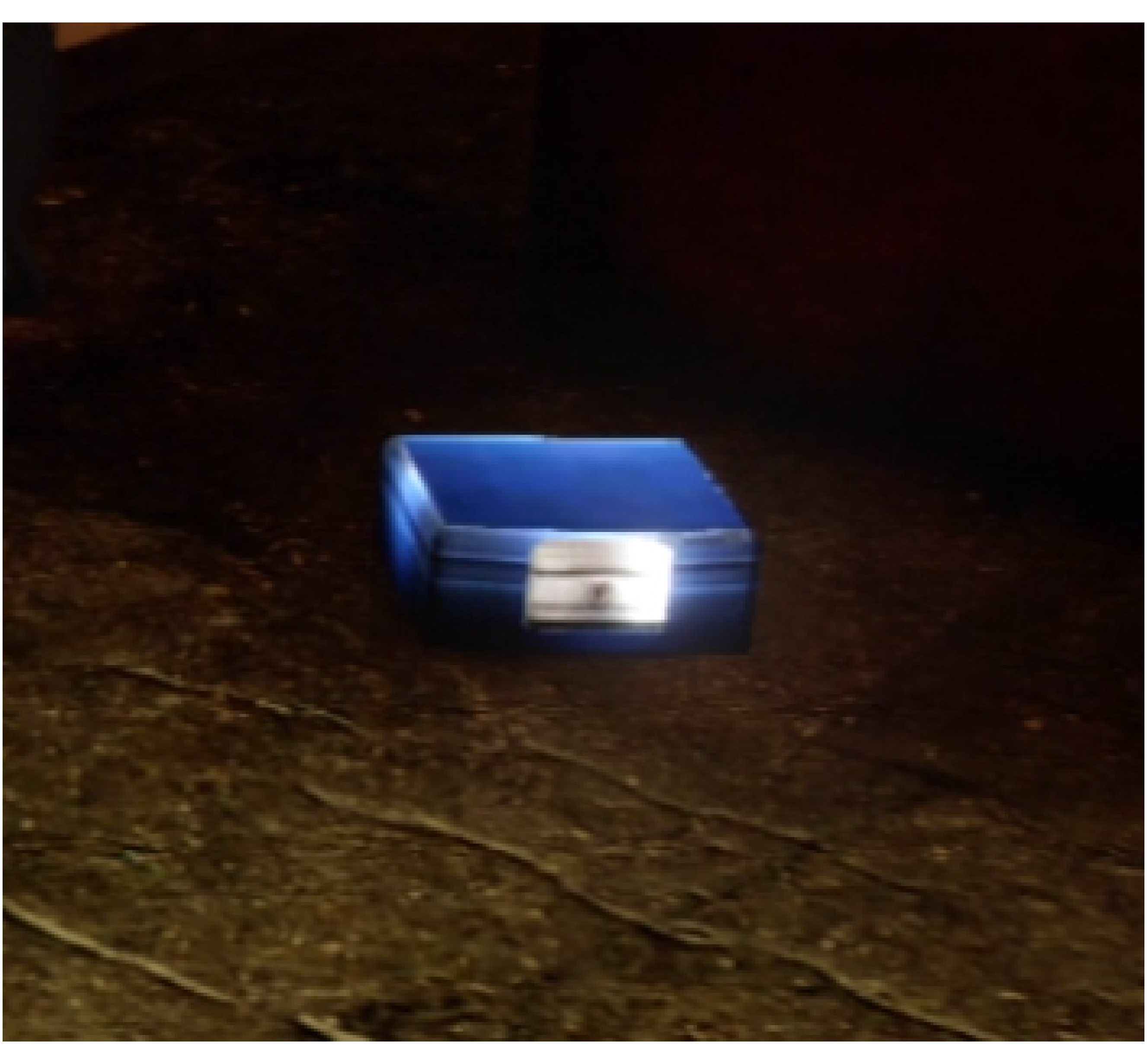


Wei begins the game with only half the total health he can eventually acquire. In order to max out this stat, you will need to locate the fifty Health Shrines hidden throughout Hong Kong. Every five shines found will add 10% more health to Wei's starting health total. Finding every single shrine would effectively double his hit points. Certain shrines are well hidden, and will have special notes on how to reach them.

Note

Completing the "Photograph Amanda" Favor unlocks the ability to see Health Shrines on the in-game map.

Lock Boxes

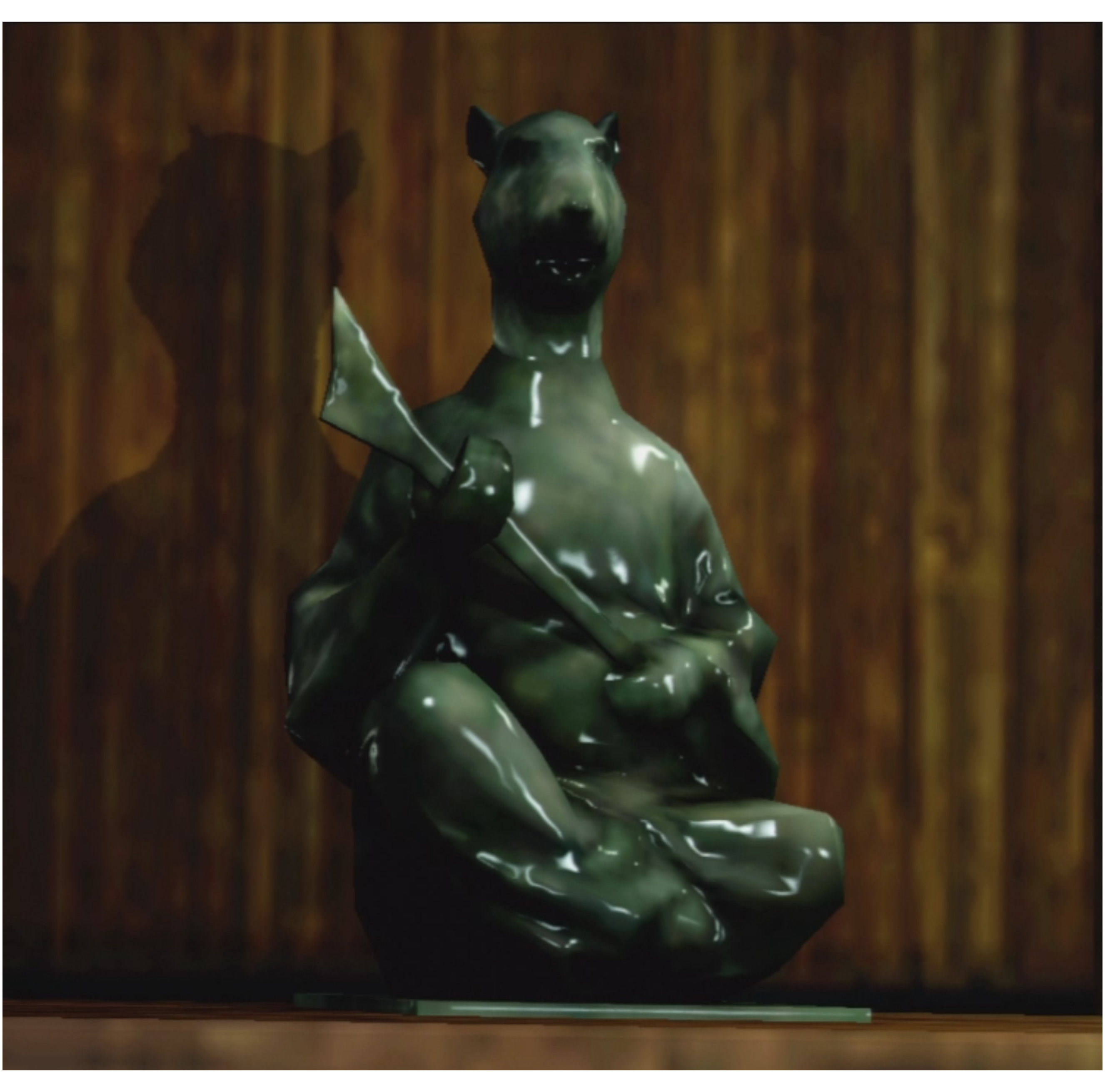


Much of your cash is earned by accomplishing various missions or side jobs given to you by other members of the Sun On Yee. You can further boost your cash reserves by locating the 100 Lock Boxes hidden throughout the city. The boxes themselves all carry different amounts of money, and a number of them also contain additional clothing items or sets for your wardrobe. Some require you to crack their locks, and others are guarded by groups of thugs. This will be indicated on the lists below. Many of the Lock Boxes are hidden more or less in plain sight, but there are some that require fancy footwork or more thorough investigation to reach. They will be given special notes.

Note

Completing the "Make Ilyana Sweat" Favor unlocks the ability to see Lock Boxes on the in-game map.

Jade Statues

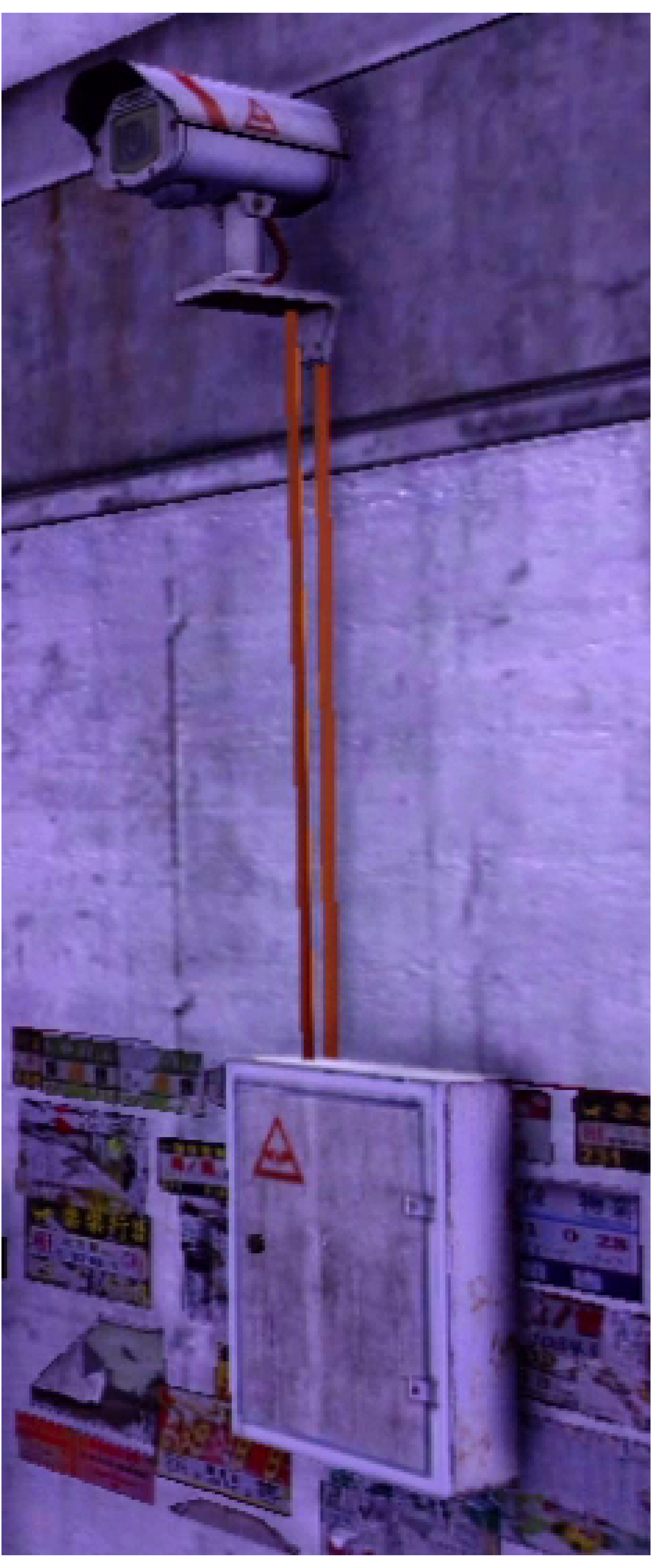


Master Sifu of the martial arts school in North Point had nearly all of his Jade Statue collection stolen by a former student, and does not expect to see the eleven missing statues in the set ever again. However, the statues can be recovered over the course of completing all of the missions in the game. Each statue that is returned allows Wei to learn a new combat technique.

Note

Completing the "Tiffany's Song" Favor unlocks the ability to see Jade Statues on the in-game map. Most of the statues will not appear until you complete this favor!

Spy Cameras

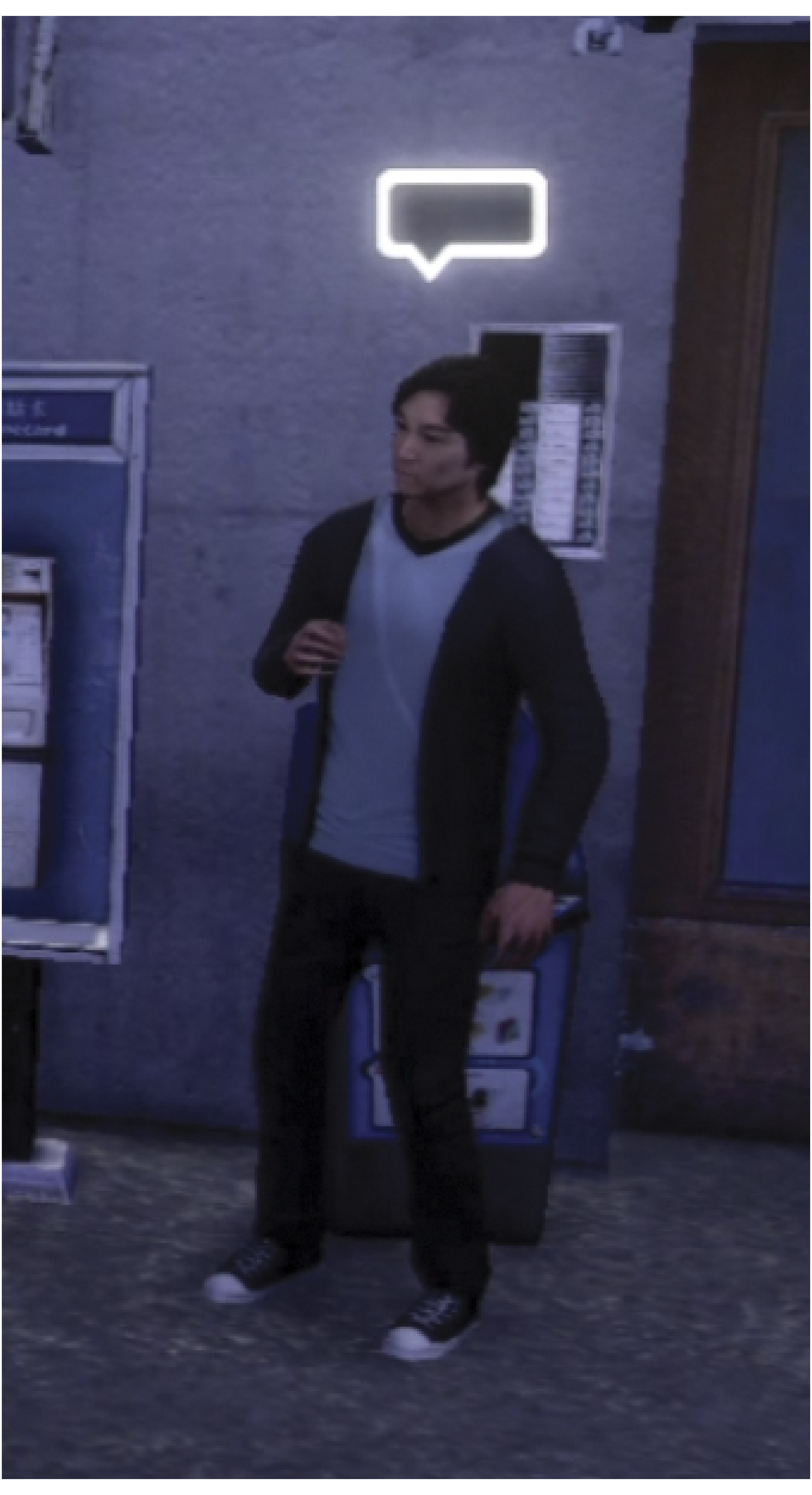


The HKPD has set up twenty-six Spy Cameras around the city in hopes of catching Triad members involved in illicit dealings. These cameras can be hacked by Wei, allowing him to use them as his eyes around the city. Most of these cameras are found as part of the Drug Bust side missions, but a handful of them are scattered in other areas.

Note

Completing the "Impress Not-Ping" Favor unlocks the ability to see Spy Cameras on the in-game map.

Safehouse Upgrades



As you travel through the city, you may stumble across vendors selling goods of questionable origin. These sales provide a little something extra to the safehouses Wei earns throughout the story. All of the vendors appear as you unlock new safehouses, but do not show up on your world map or mini-map.

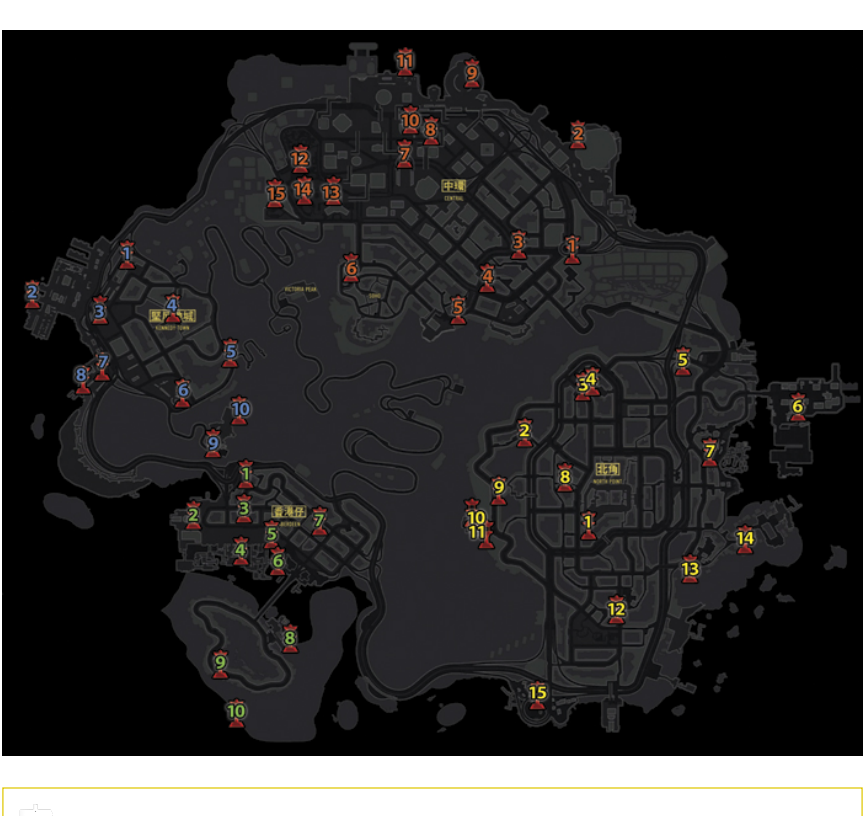
Note

Safehouse Upgrade vendors will never appear on the in-game map, regardless of the favors you complete.

PRIMA GAMES

Collectibles

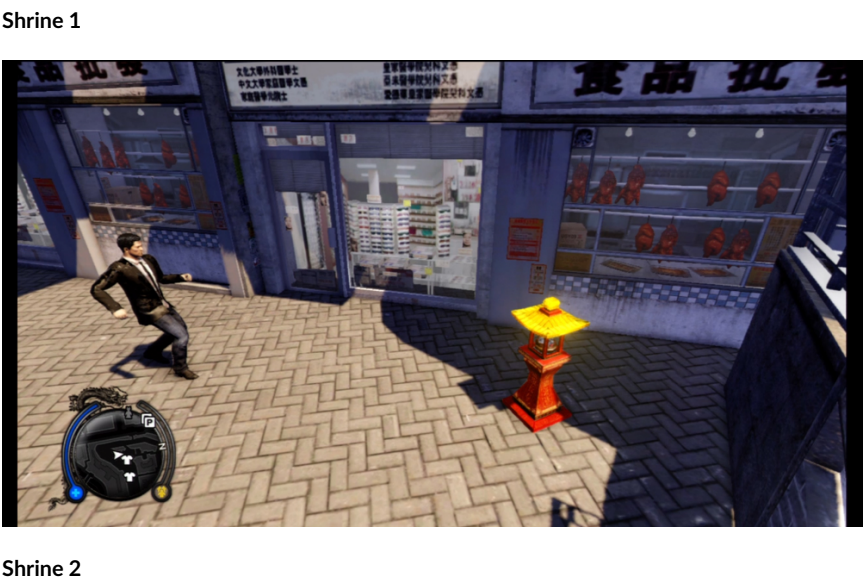
Health Shrines



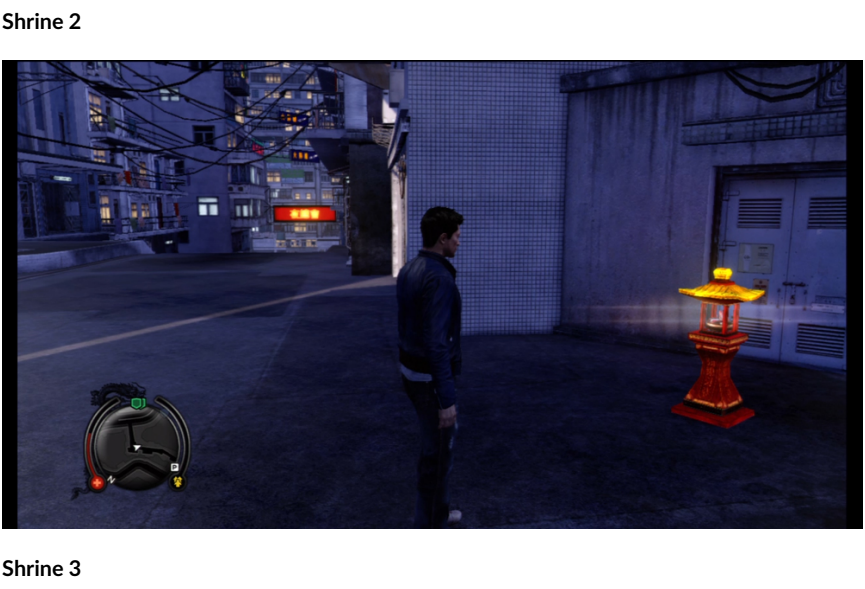
Click here for interactive maps

North Point

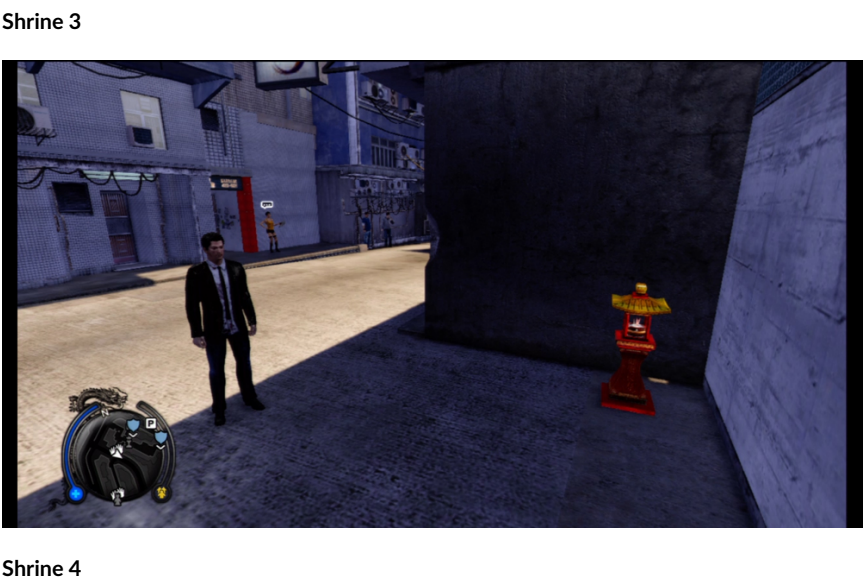
Shrine 1



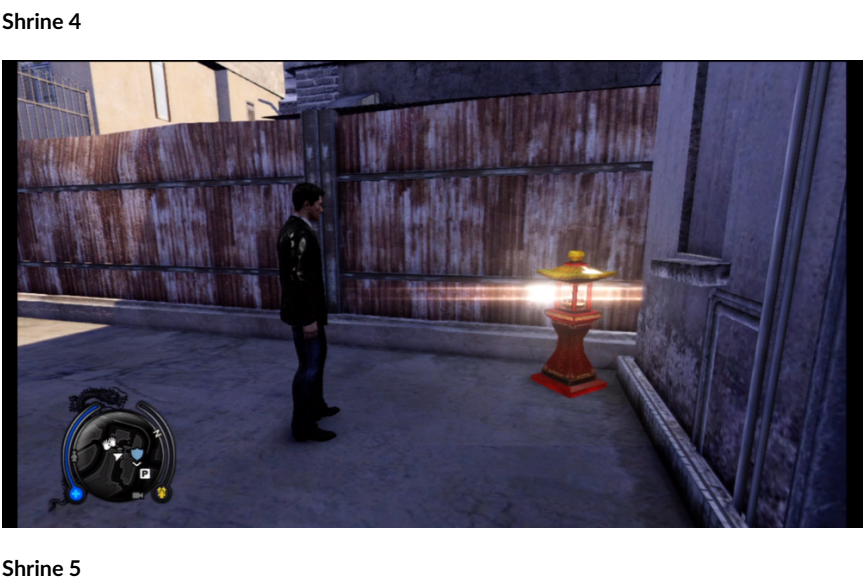
Shrine 2



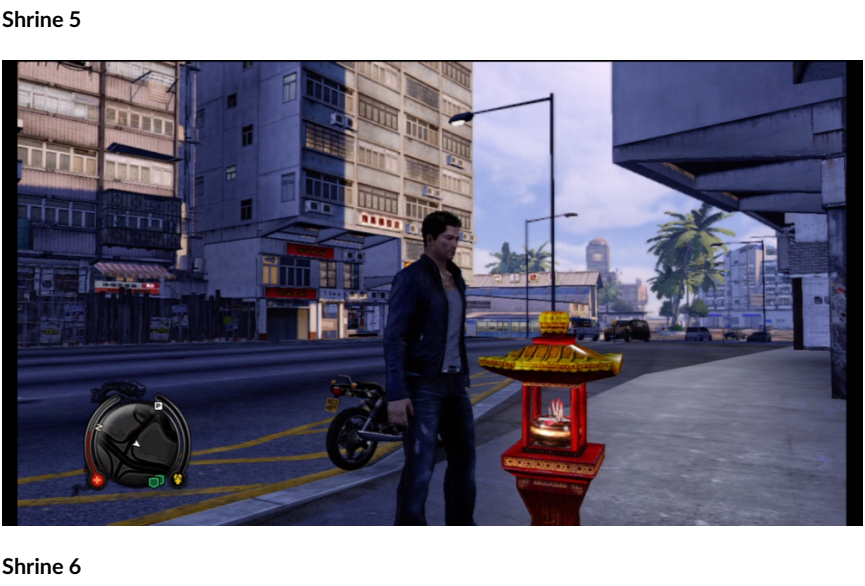
Shrine 3



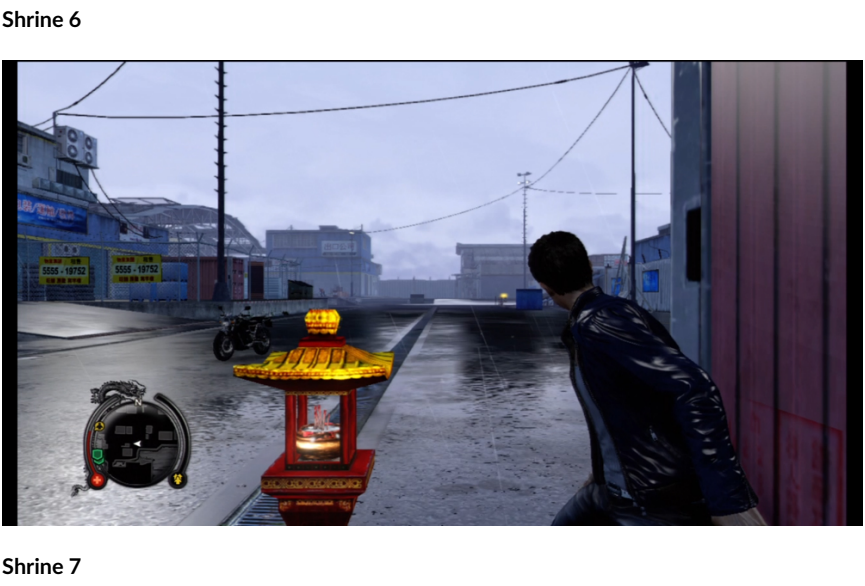
Shrine 4



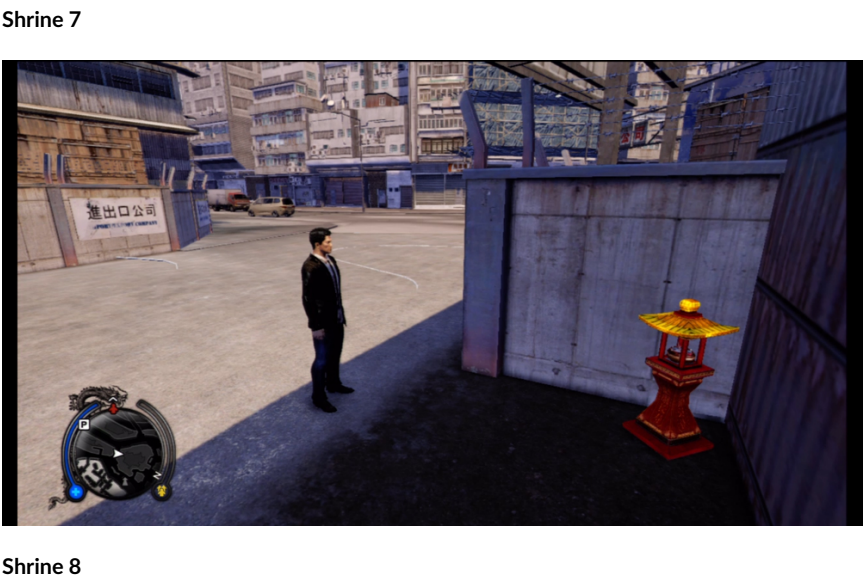
Shrine 5



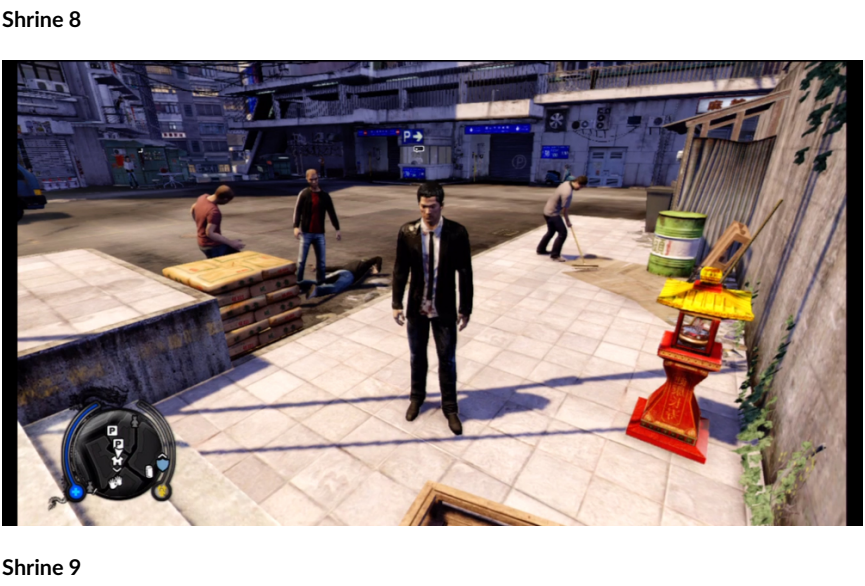
Shrine 6



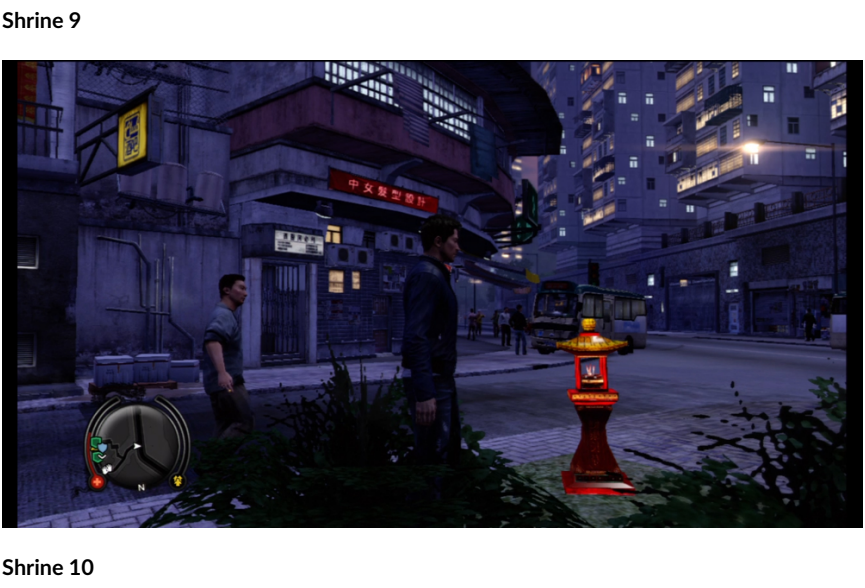
Shrine 7



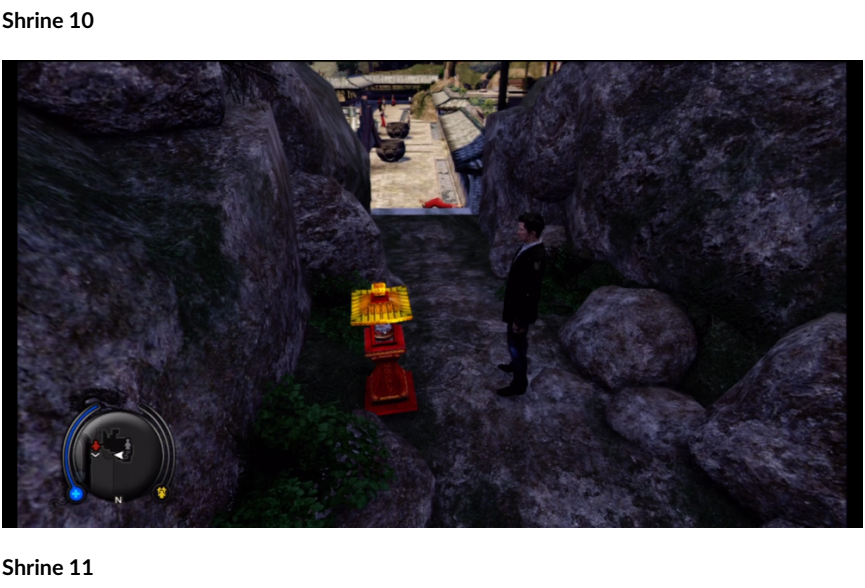
Shrine 8



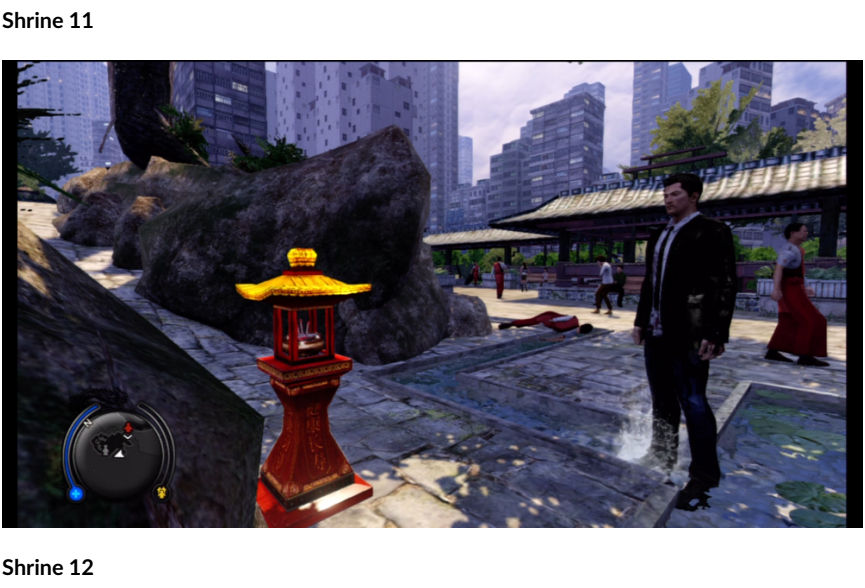
Shrine 9



Shrine 10



Shrine 11



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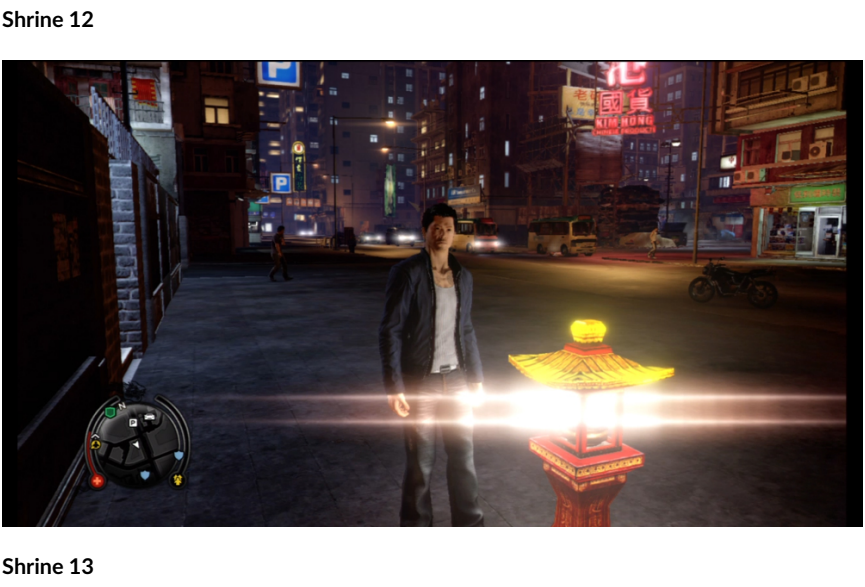

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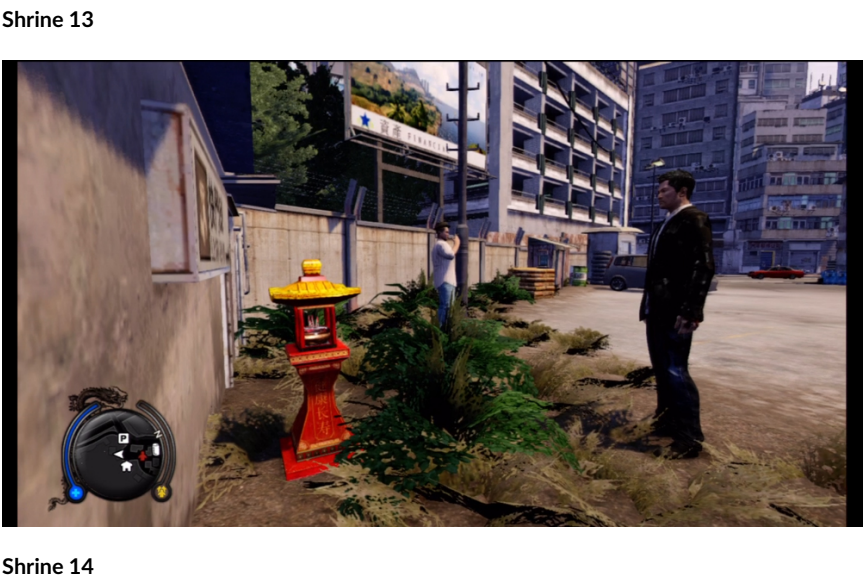
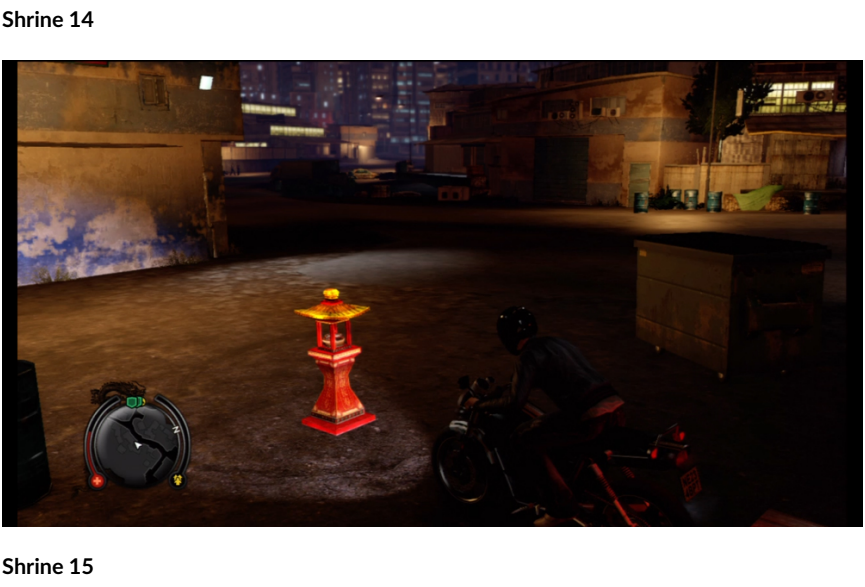
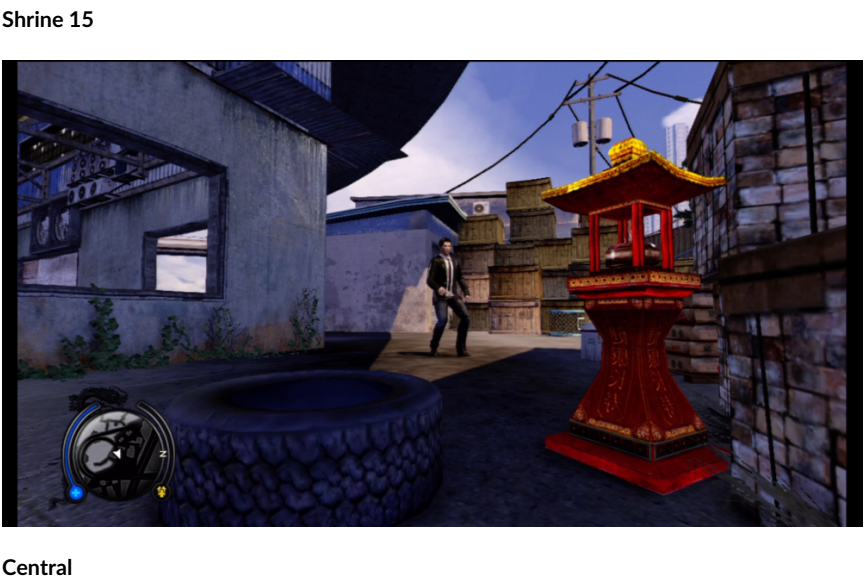


Shrine 14

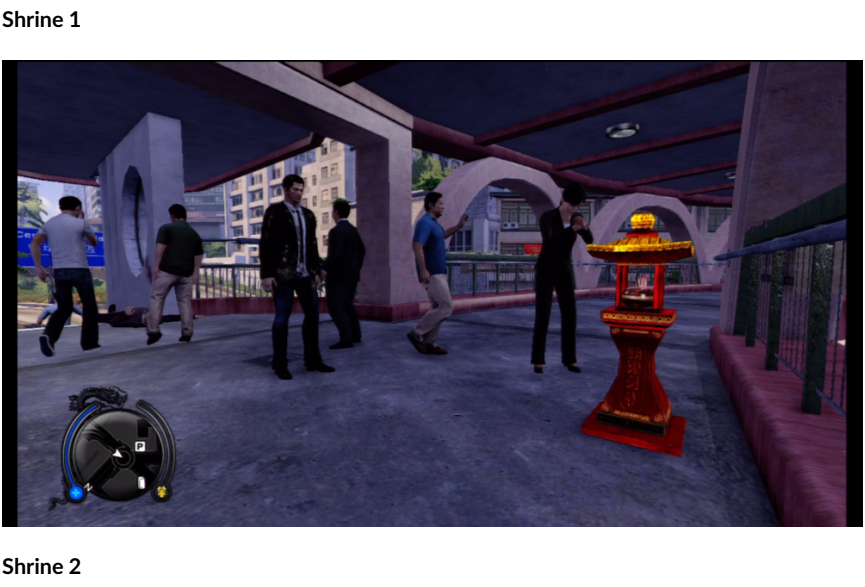


Shrine 15

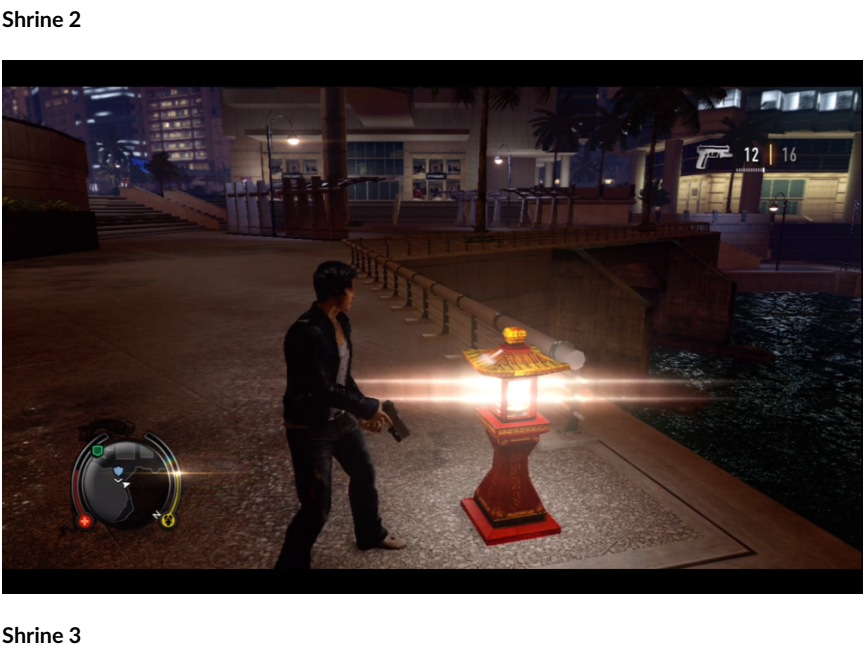


Central

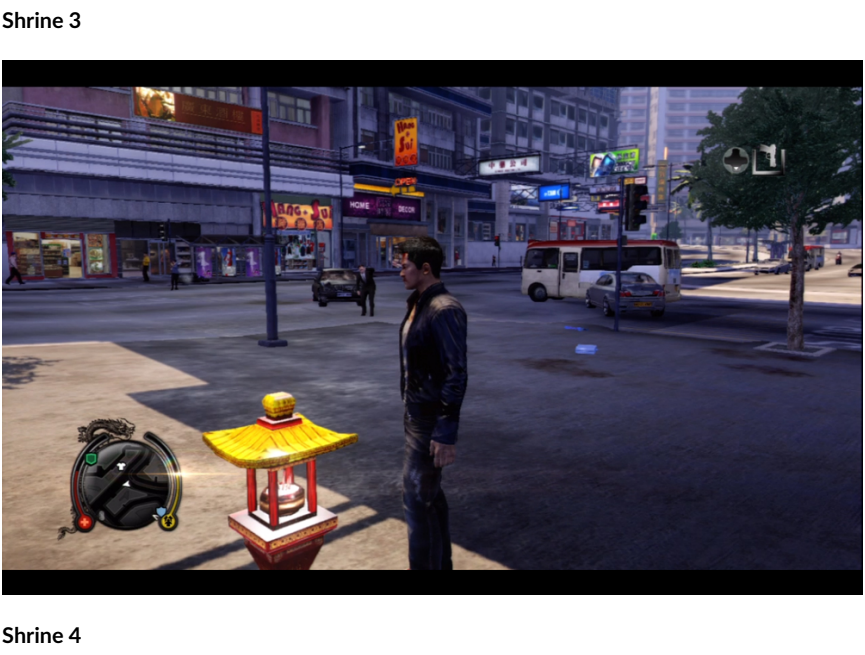
Shrine 1



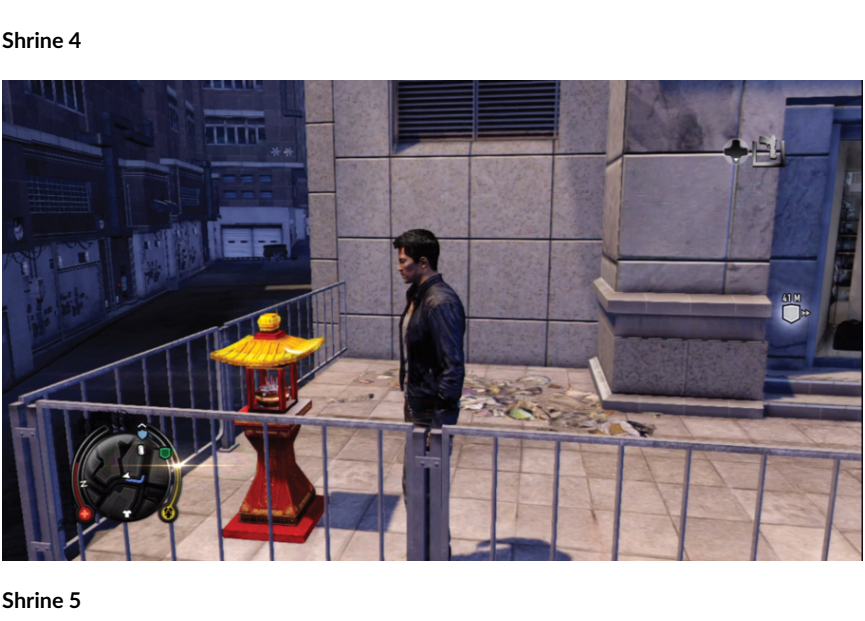
Shrine 2



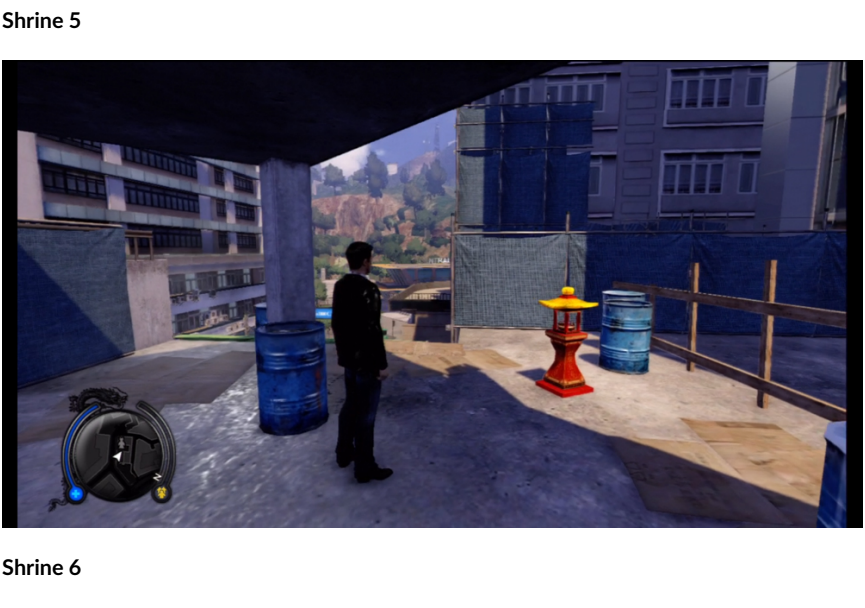
Shrine 3



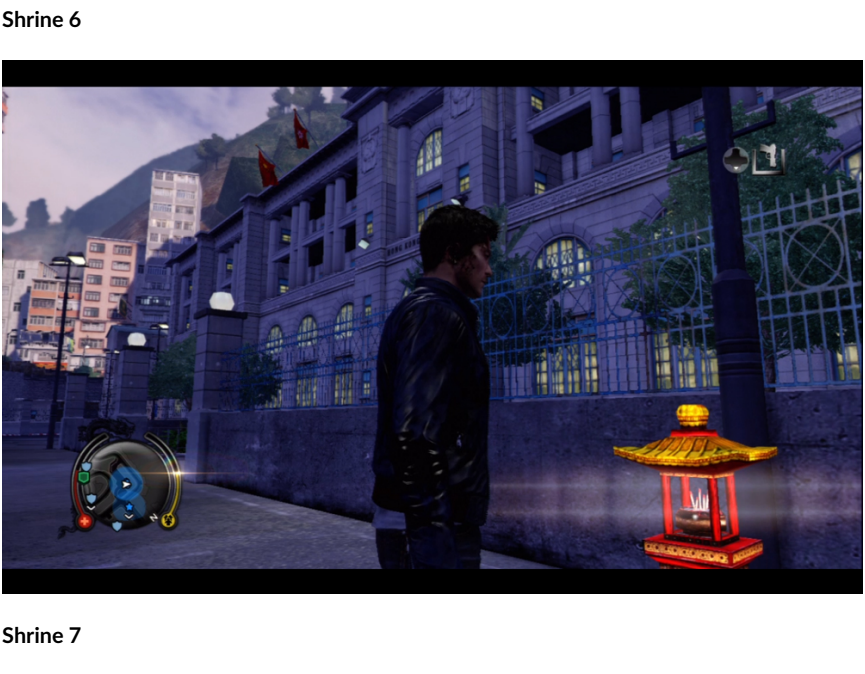
Shrine 4



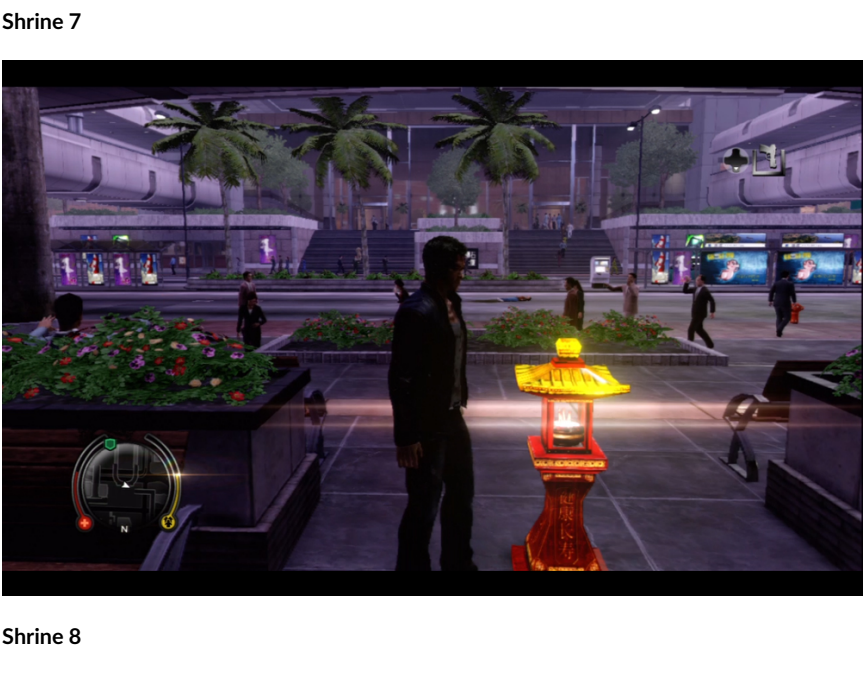
Shrine 5



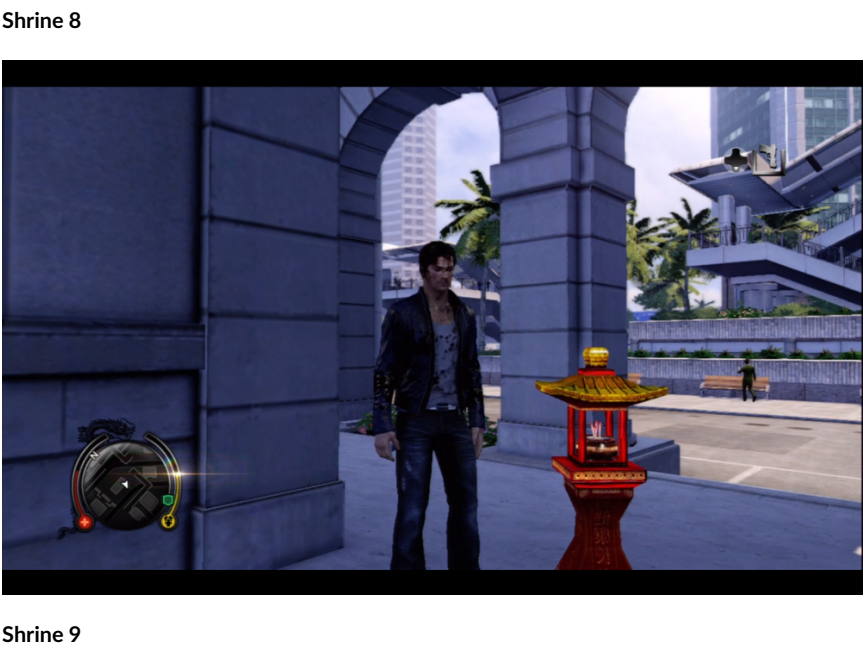
Shrine 6



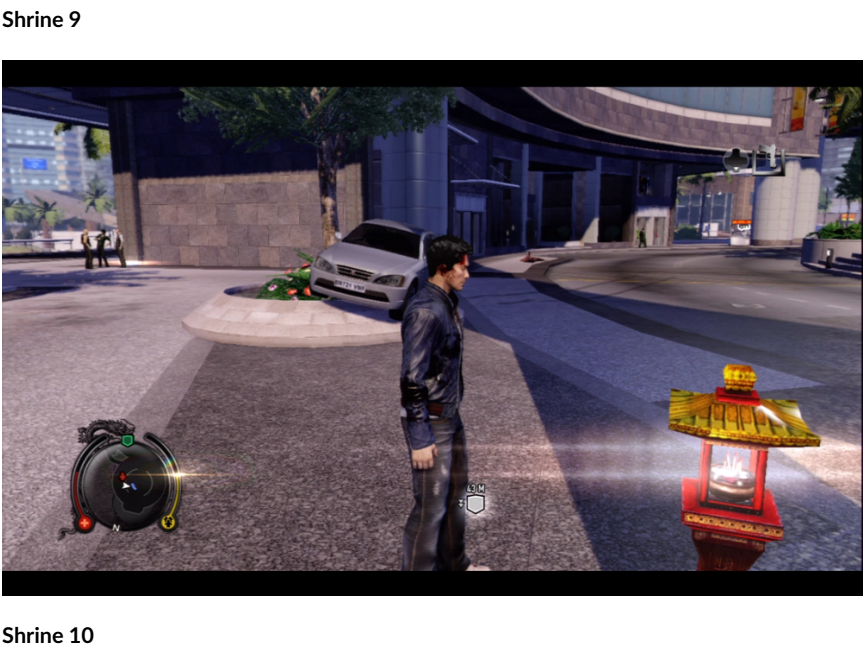
Shrine 7



Shrine 8



Shrine 9



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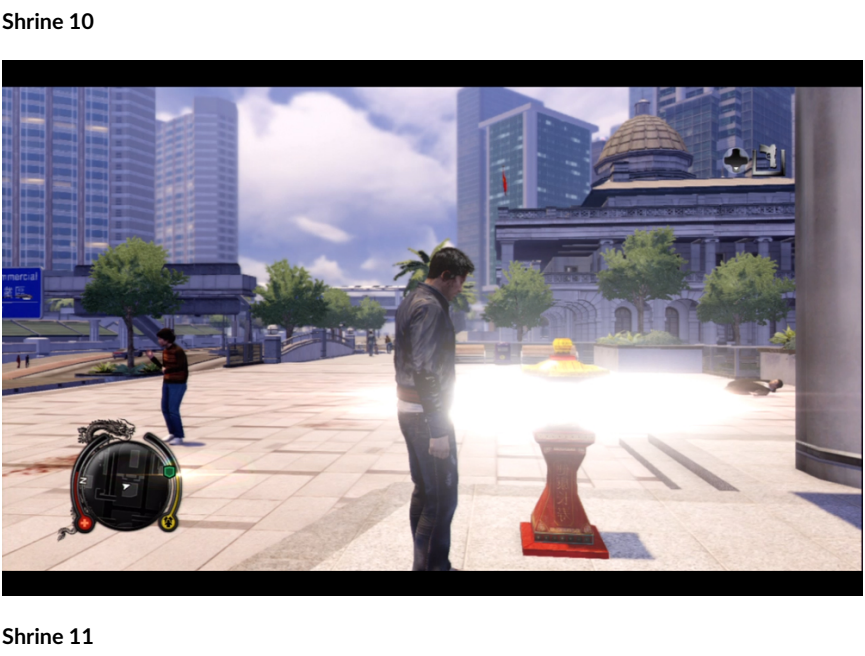
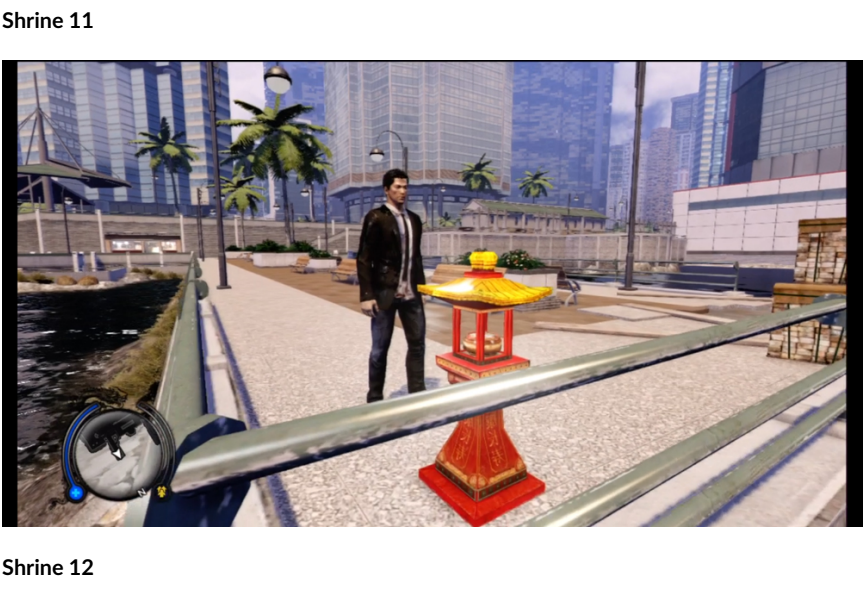
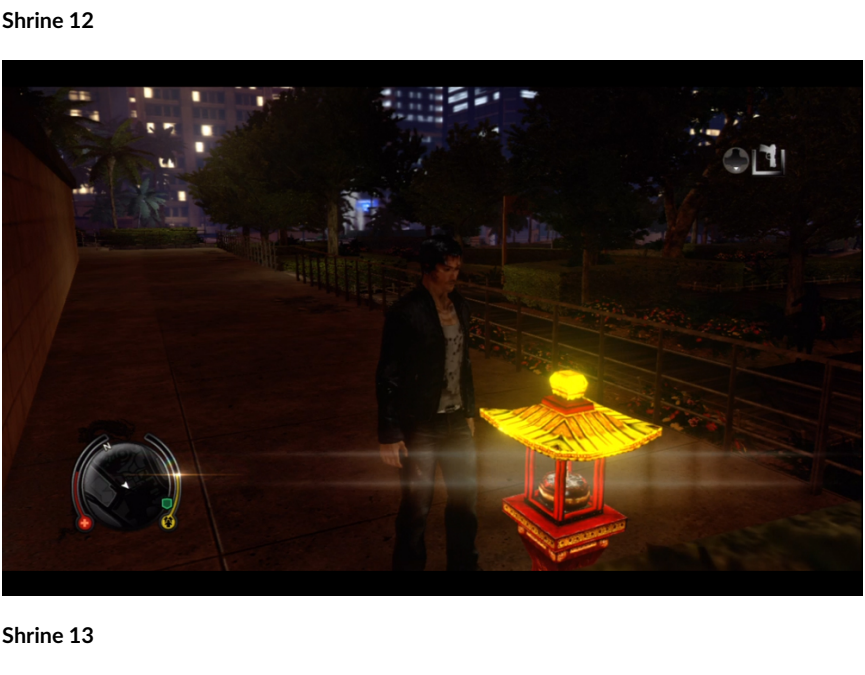


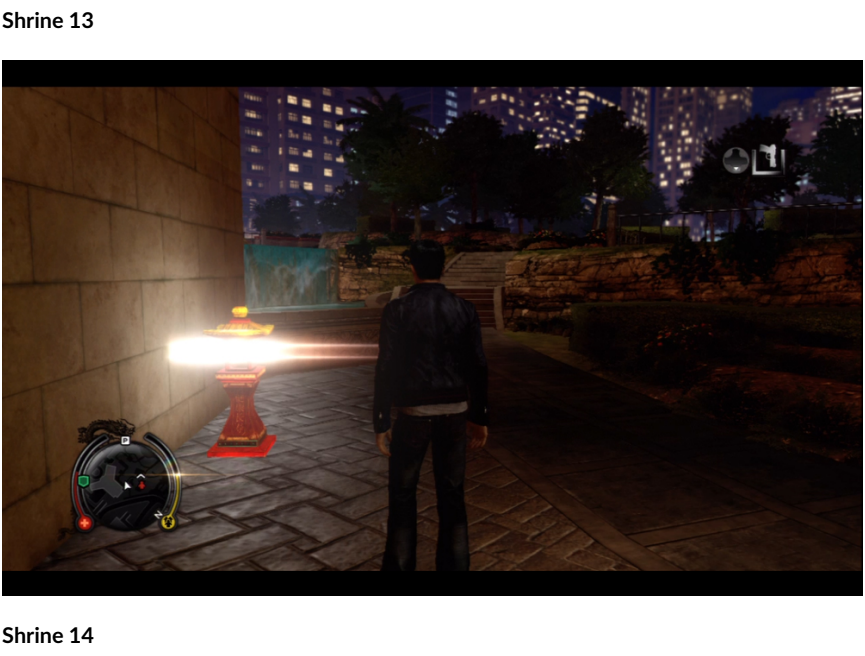
Shrine 11



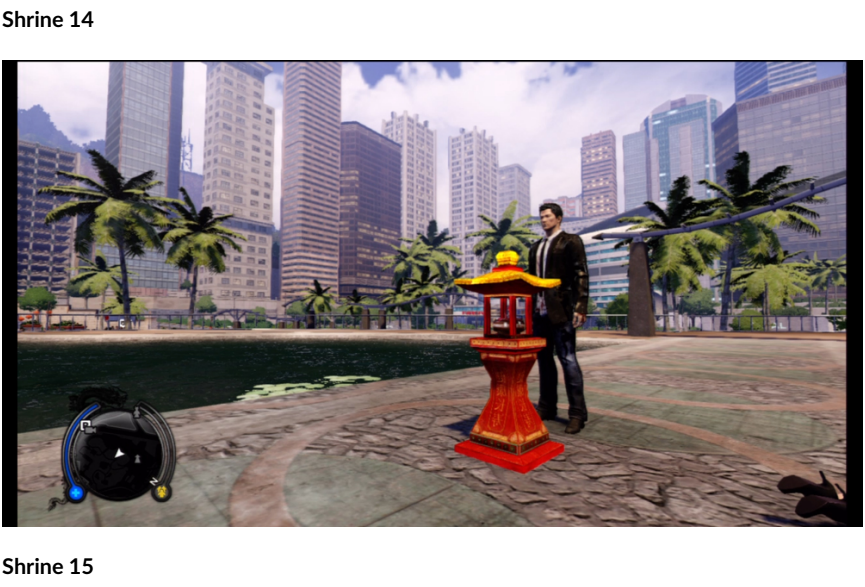
Shrine 12



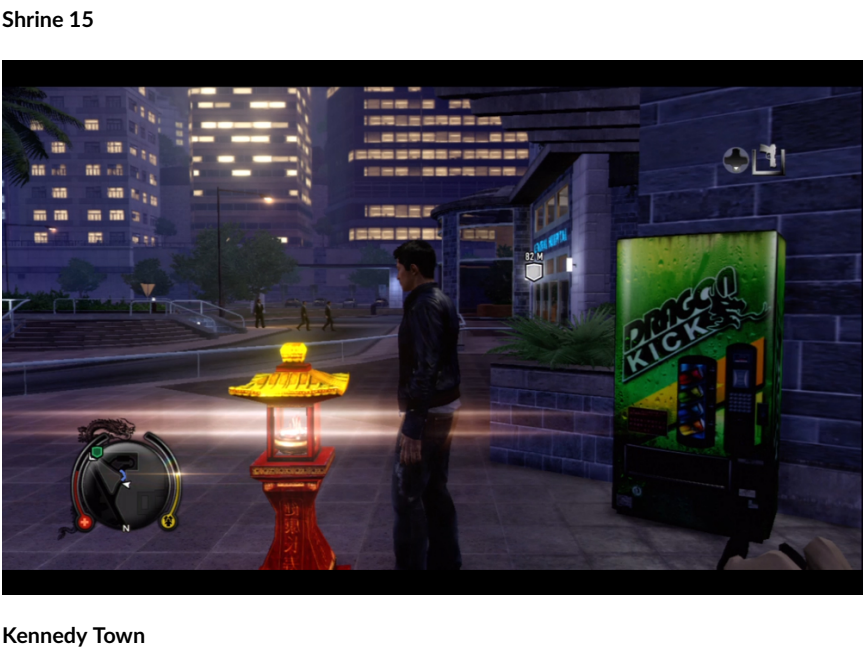
Shrine 13



Shrine 14

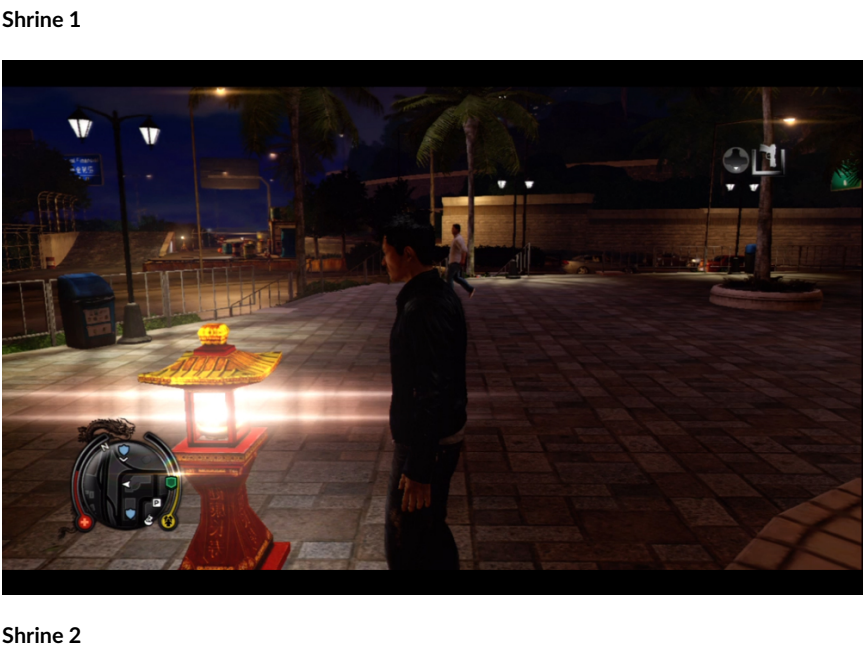


Shrine 15

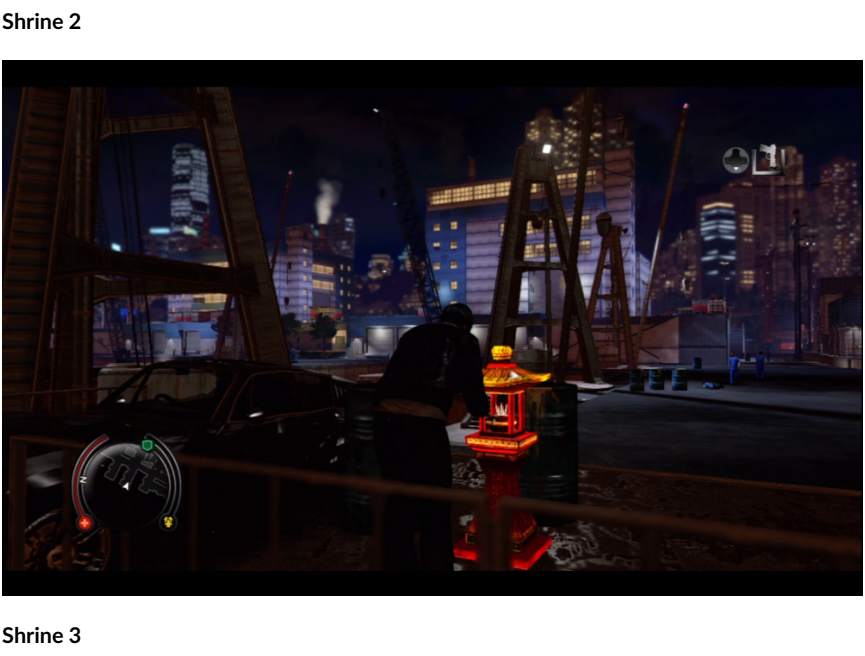


Kennedy Town

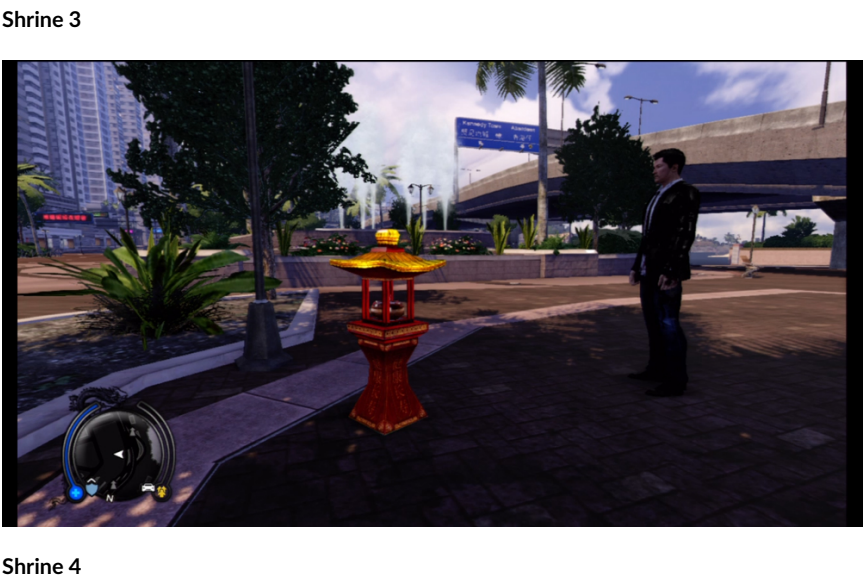
Shrine 1



Shrine 2



Shrine 3



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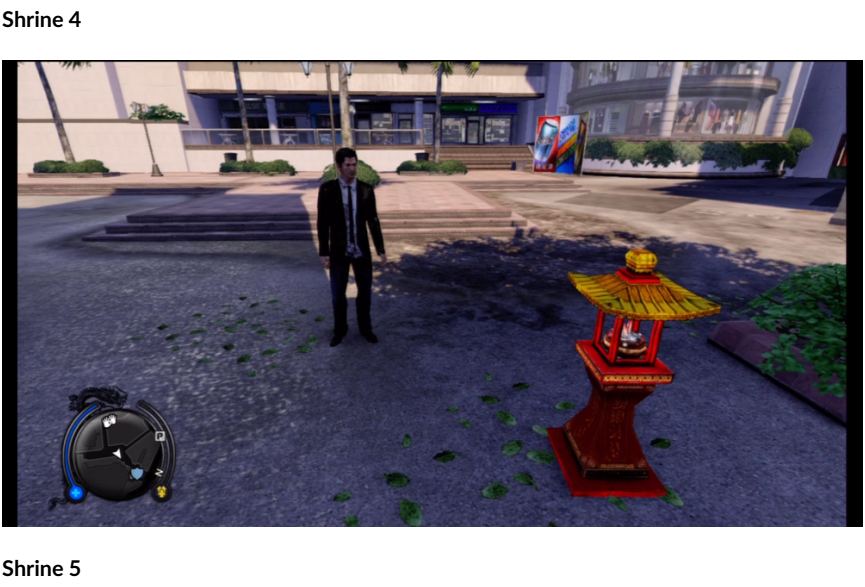

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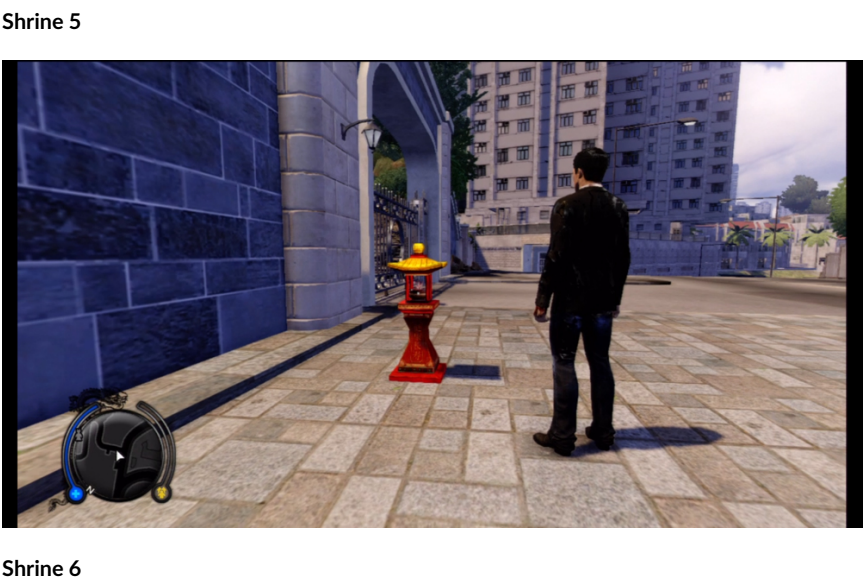

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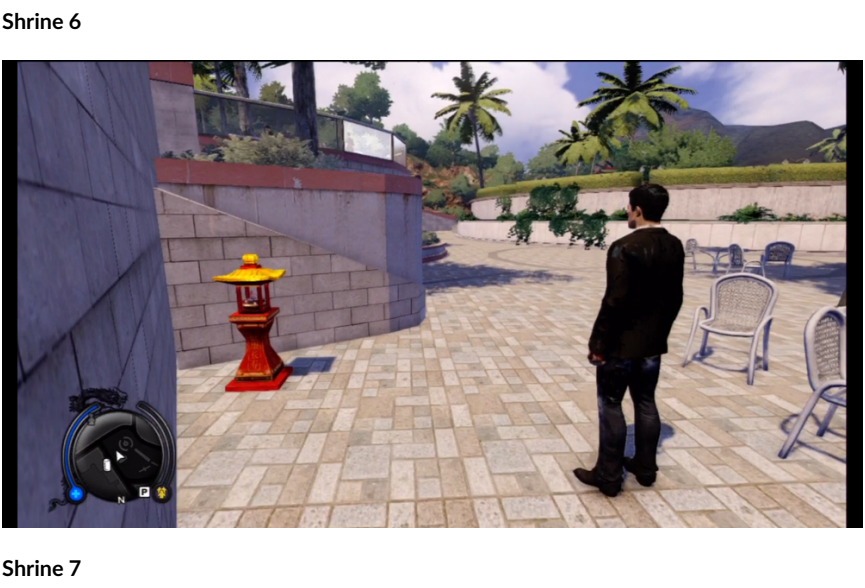
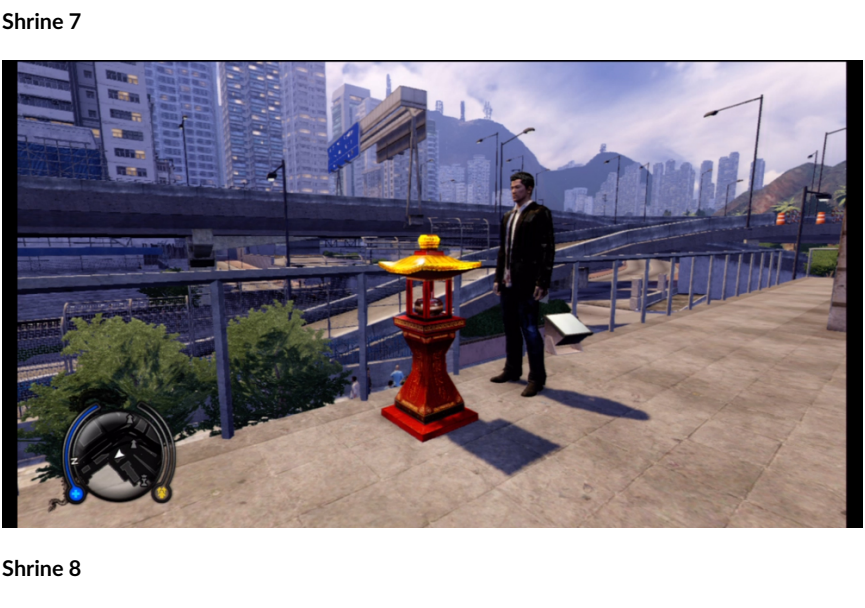


Shrine 7



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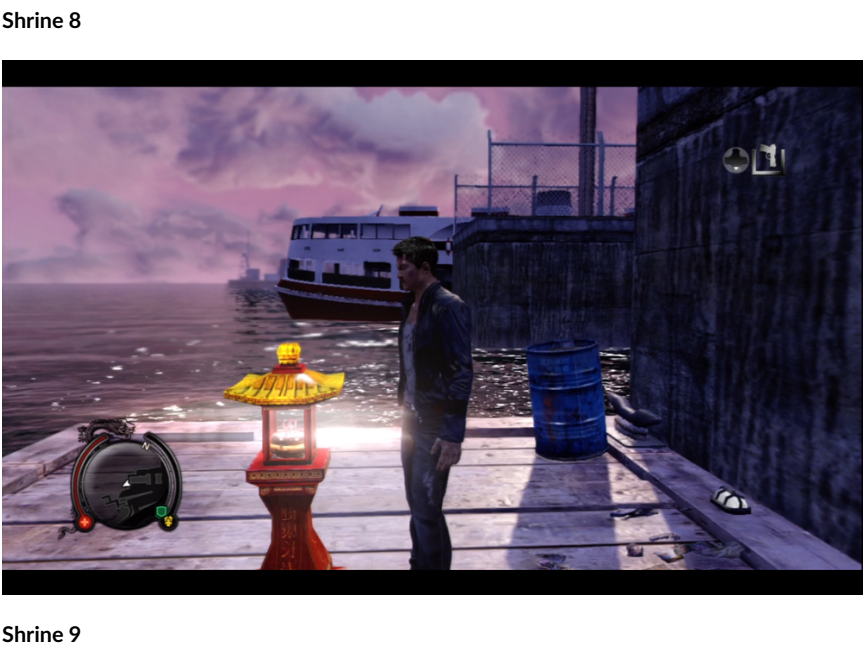
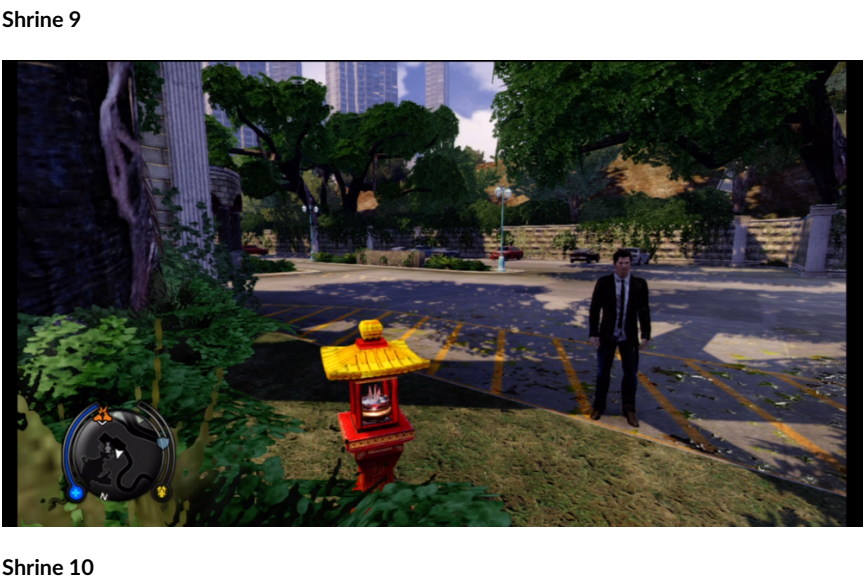
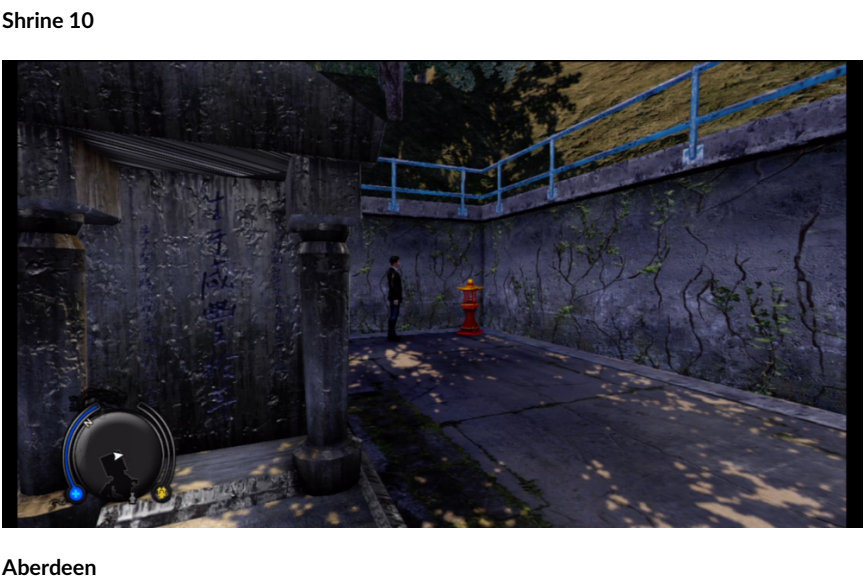


Shrine 9

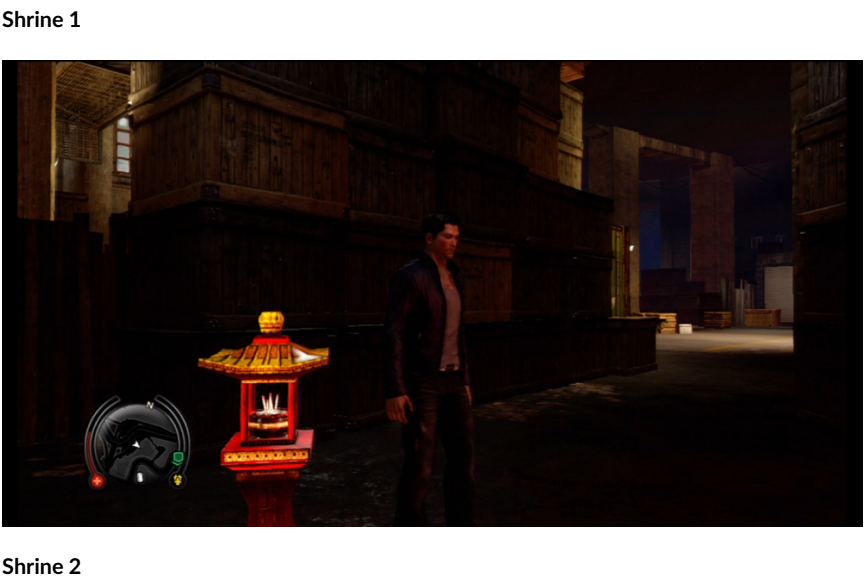


Shrine 10

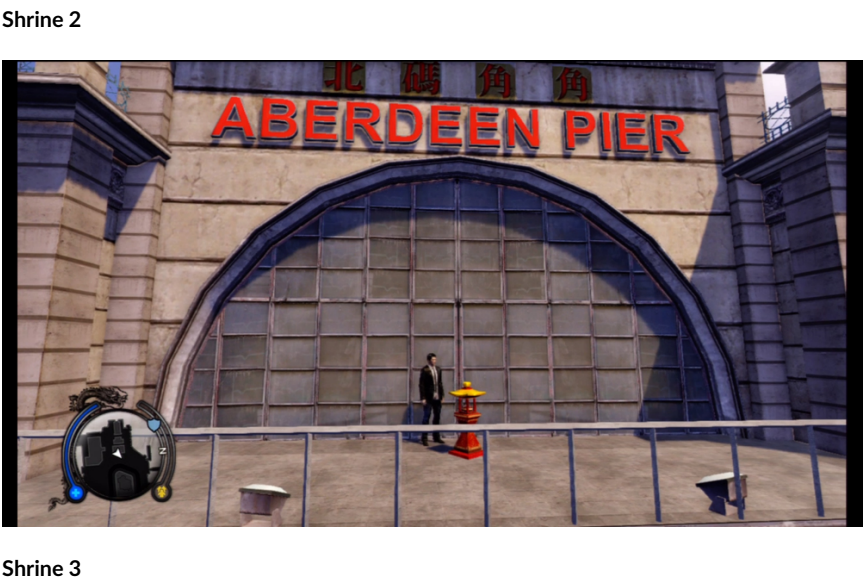


Aberdeen

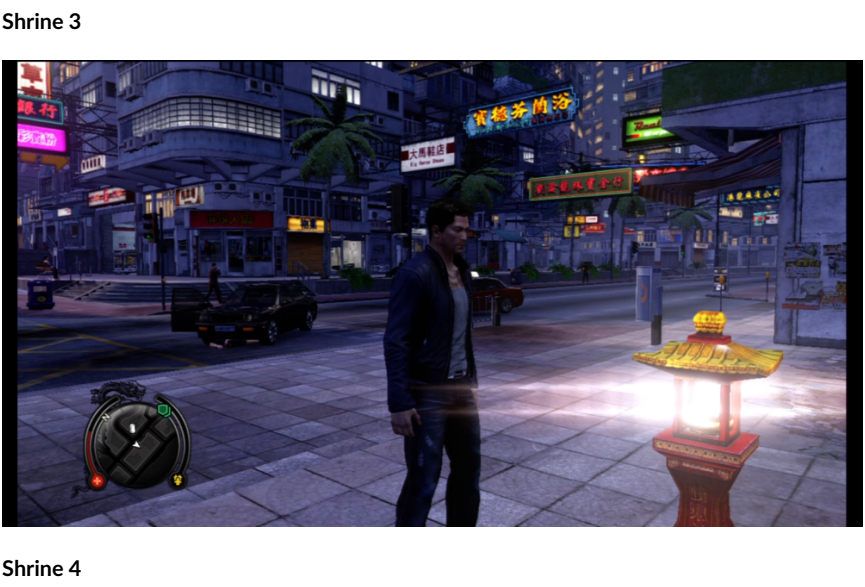
Shrine 1



Shrine 2



Shrine 3



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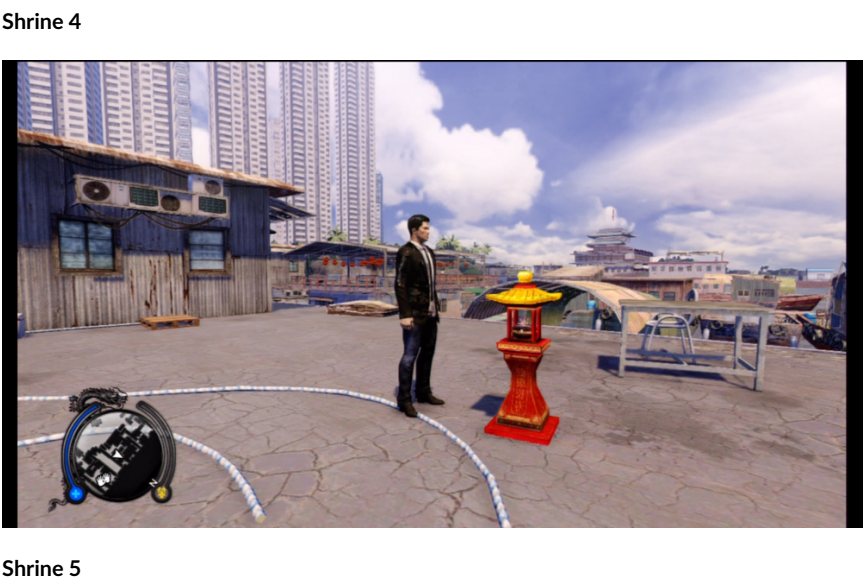
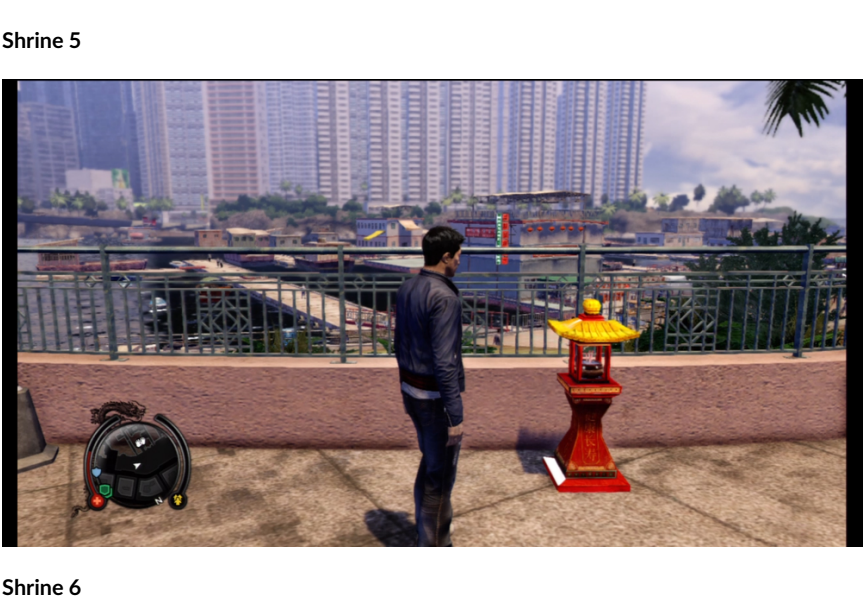


Shrine 5



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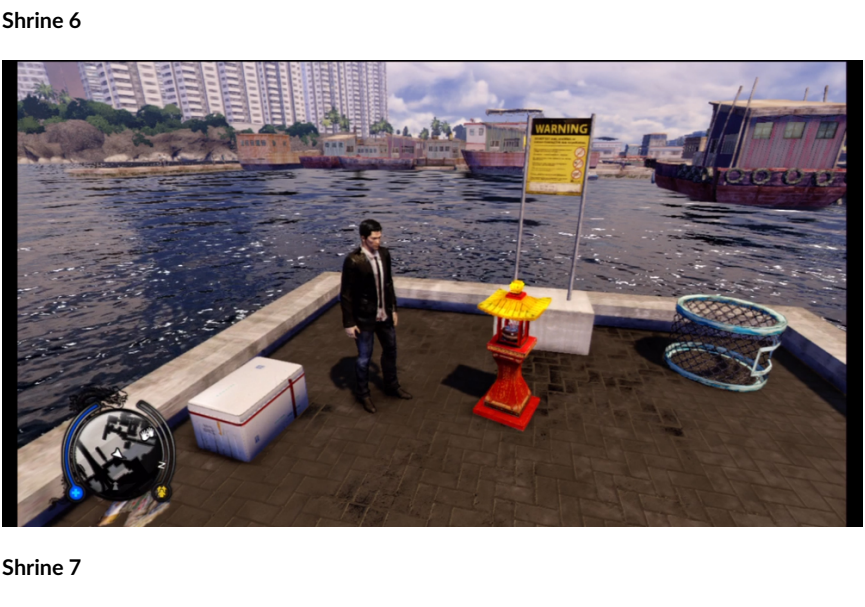

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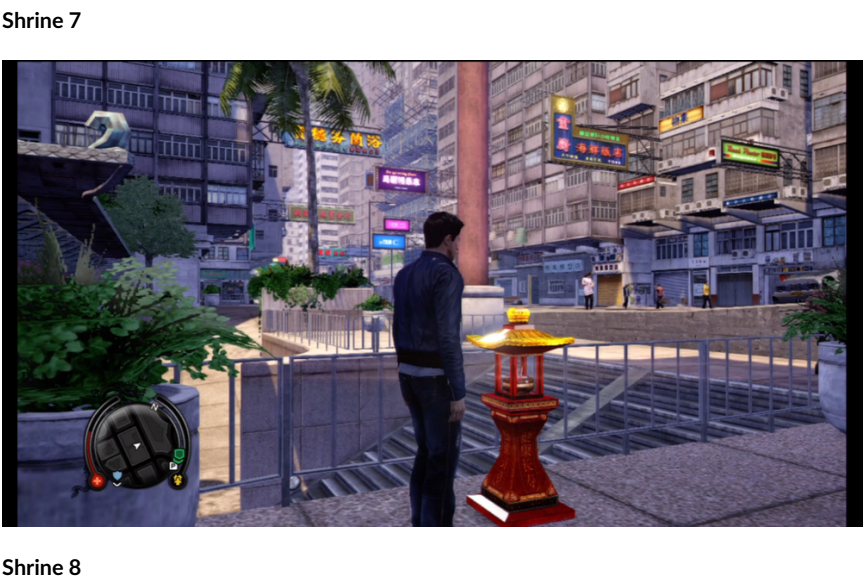
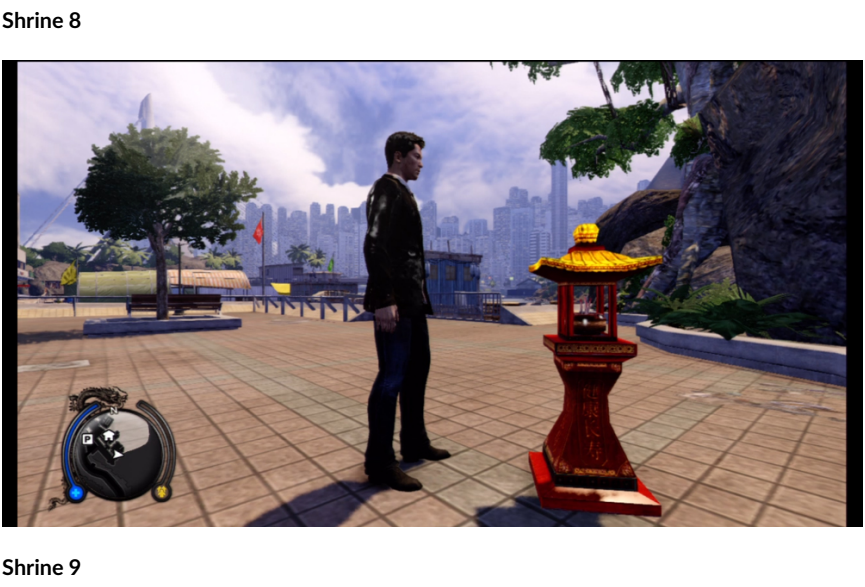
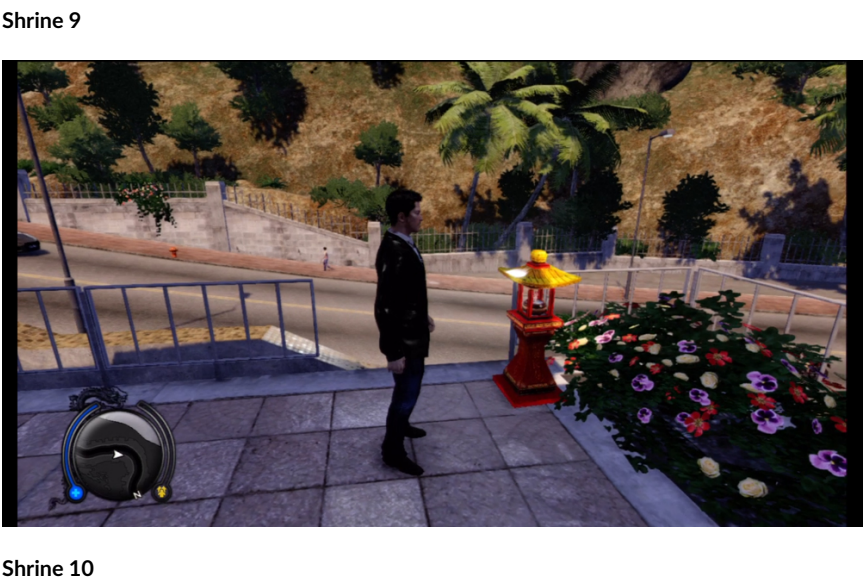


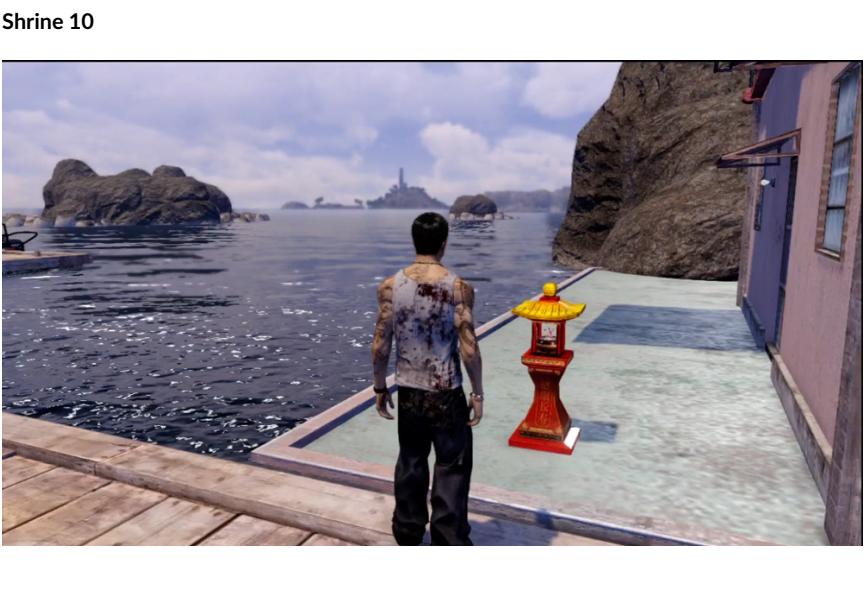
Shrine 8



Shrine 9

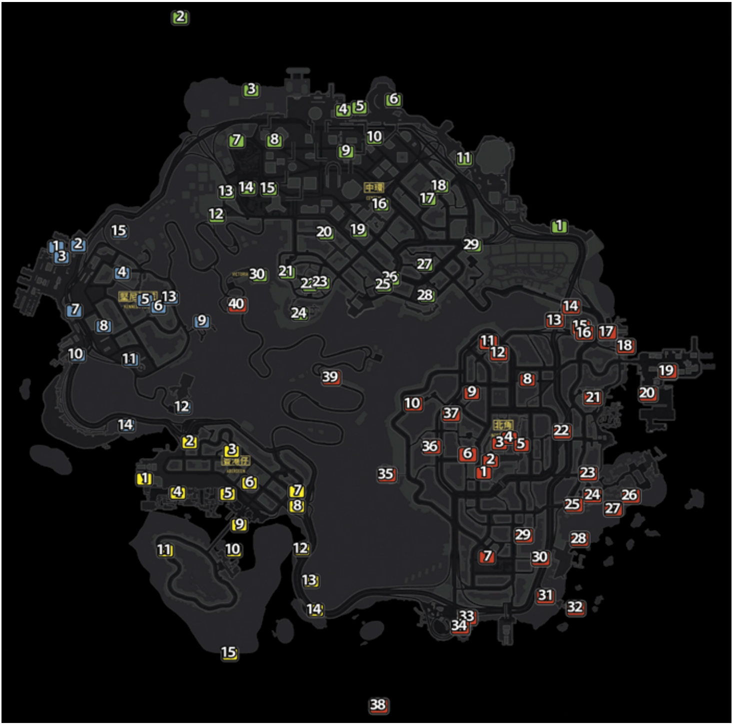


Shrine 10



Collectibles

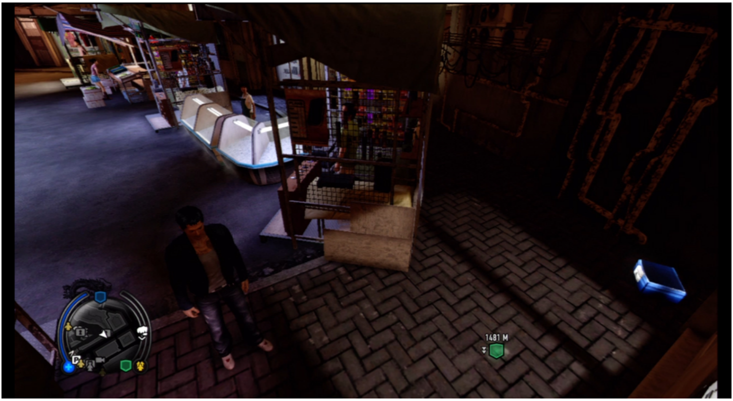
Lock Boxes



Click here for interactive maps

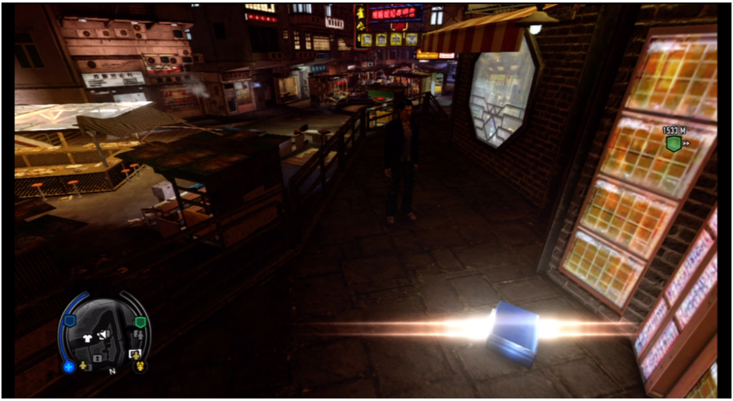
North Point

Lock Box 1



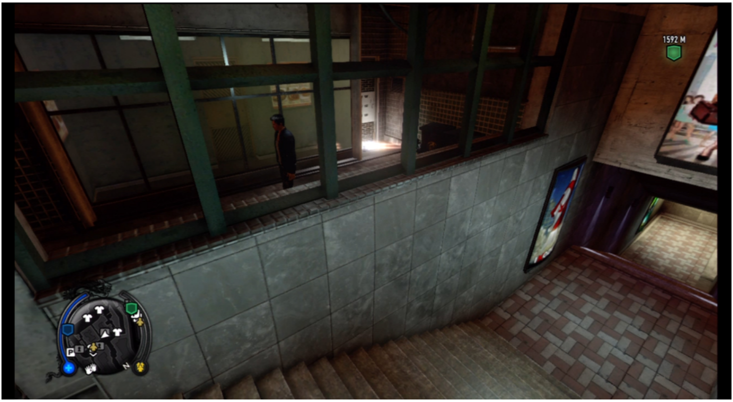
- Amount: HK $5000

Lock Box 2



- Amount: HK $5000, Stiddarolli Black (shoes)

Lock Box 3

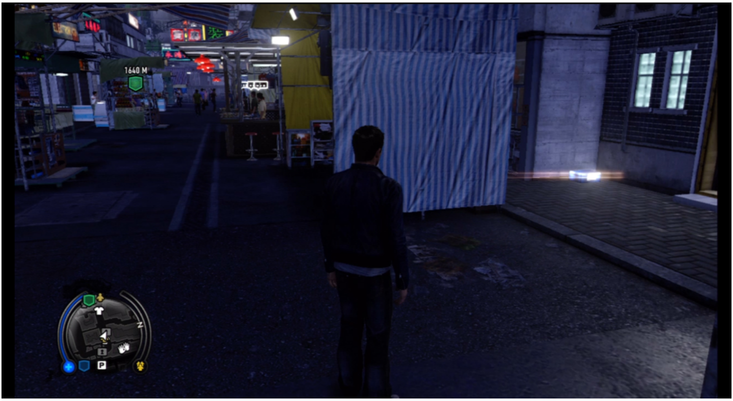


- Amount: HK $1000

Tip

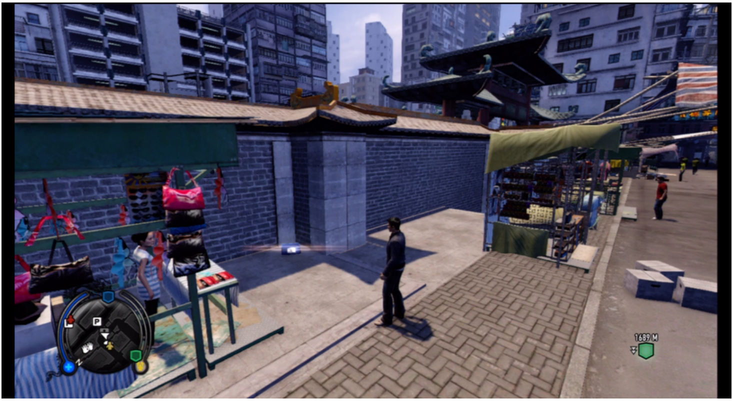
This box will require you to take a non-obvious side gate in the Night Market, and head up a set of stairs that leads to another side alley dead end, where the box has been planted.

Lock Box 4



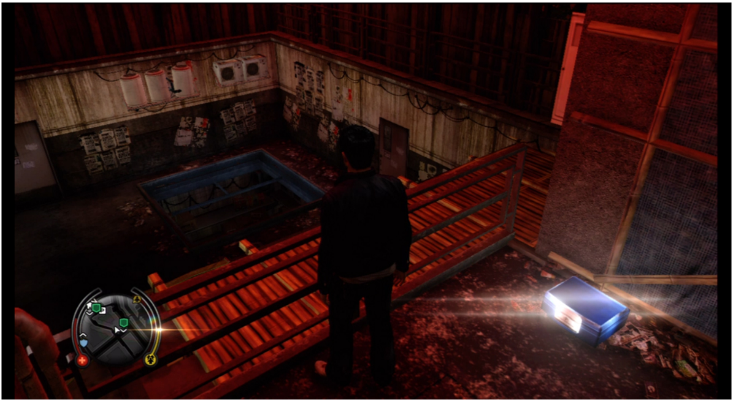
- Amount: HK $5000

Lock Box 5



- Amount: HK $5000

Lock Box 6

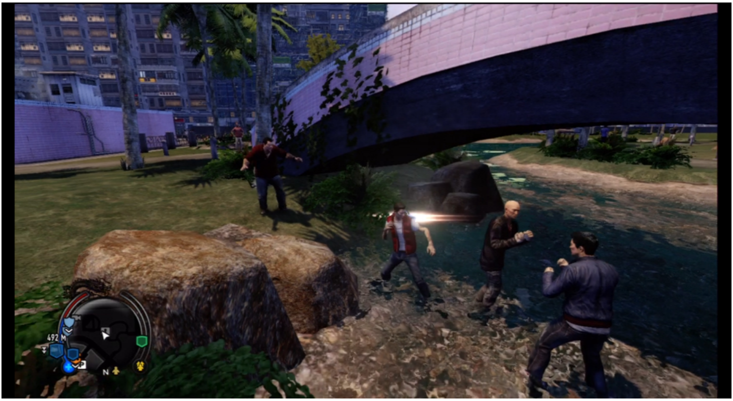


- Amount: HK $1000, Hai Tien Vintage Jumpsuit

Tip

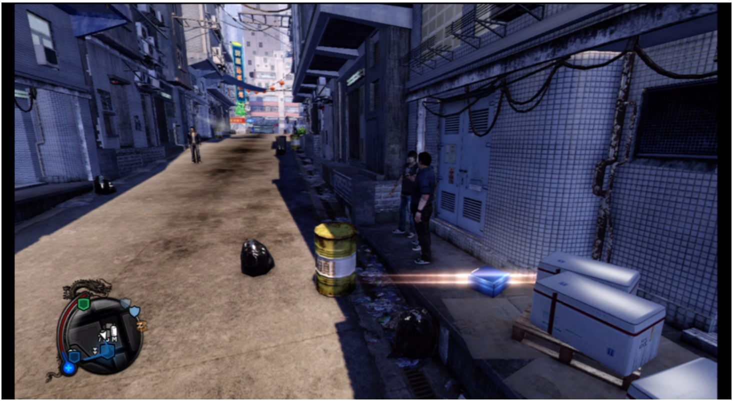
Players can easily run right past this Lock Box during the "Listening In" Main Story mission. It is on the ledge just past the bridge that connects the Golden Koi to the construction site across the street.

Lock Box 7



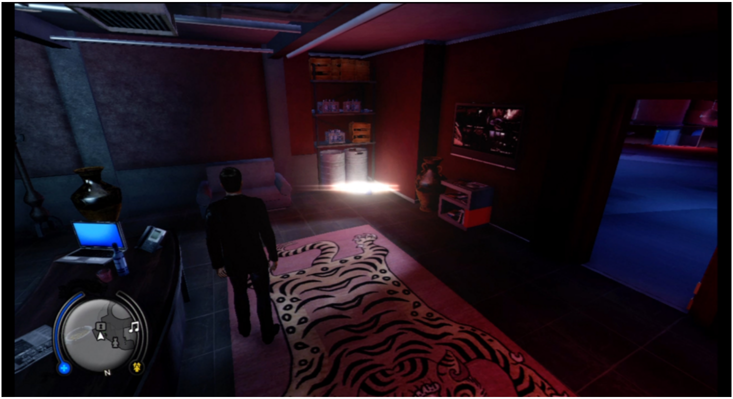
- Amount: HK $10000
- Guarded

Lock Box 8



- Amount: HK $5000, Hang + Sui V-Neck
- Guarded

Lock Box 9

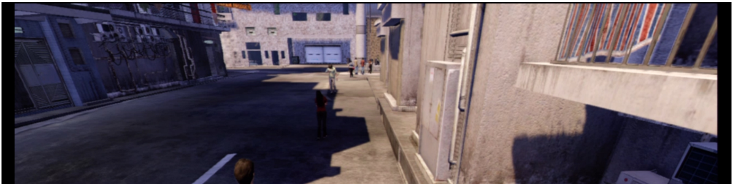


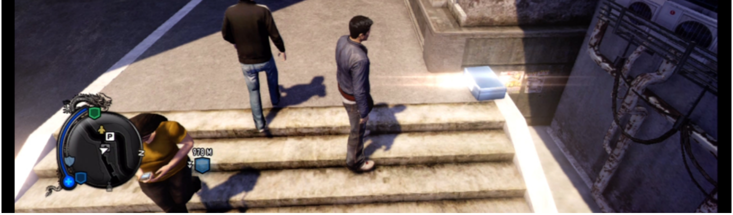
- Amount: HK $5000, Ikoze Sport Watch
- Locked

Tip

This Lock Box can't be reached right away. Once Club Bam Bam is firmly under Water Street Gang control, you can return to the second floor of the club and enter the manager's office to retrieve it.

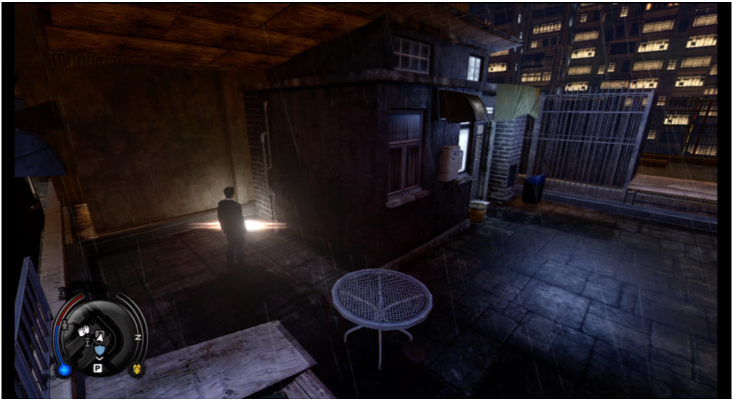
Lock Box 10





- Amount: HK $5000, Baseball Cap
- Locked

Lock Box 11

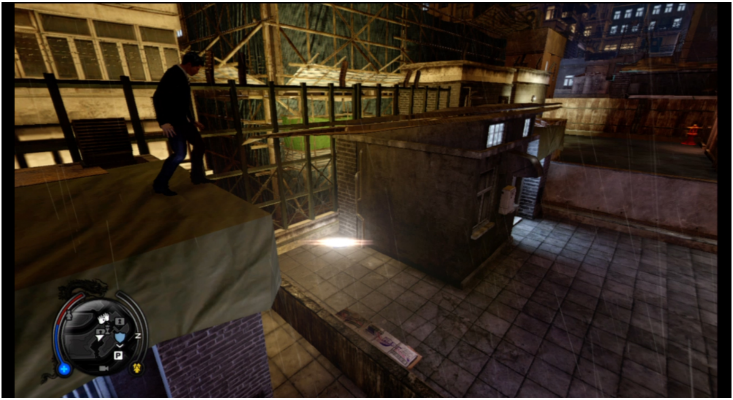


- Amount: HK $5000

Tip

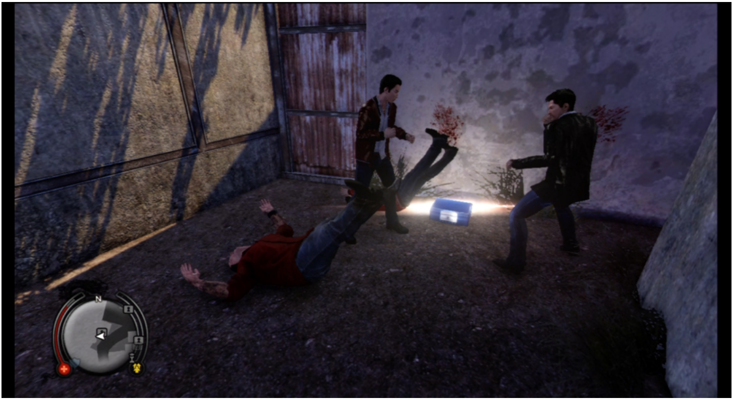
For Lock Boxes 11 and 12, you'll have to climb to the rooftops near the Kam Chuk Overpass. These boxes are stowed off to the side of the main path over the rooftop, so make sure you check the corners as you travel through here.

Lock Box 12



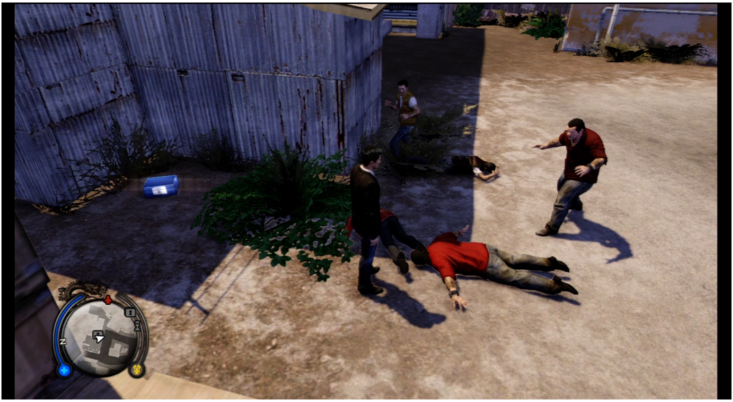
- Amount: HK $5000

Lock Box 13



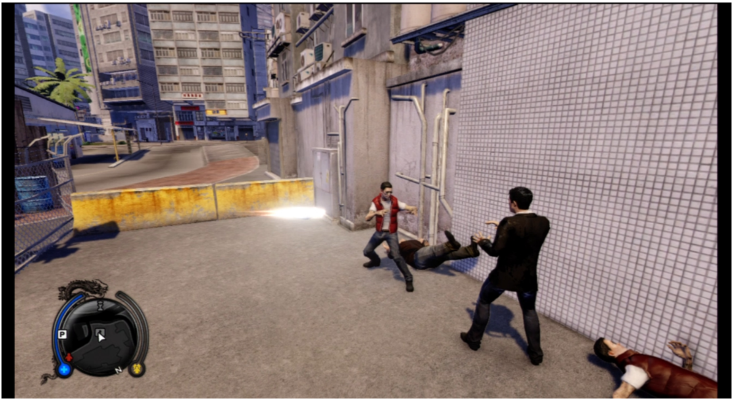
- Amount: HK $1000
- Guarded

Lock Box 14



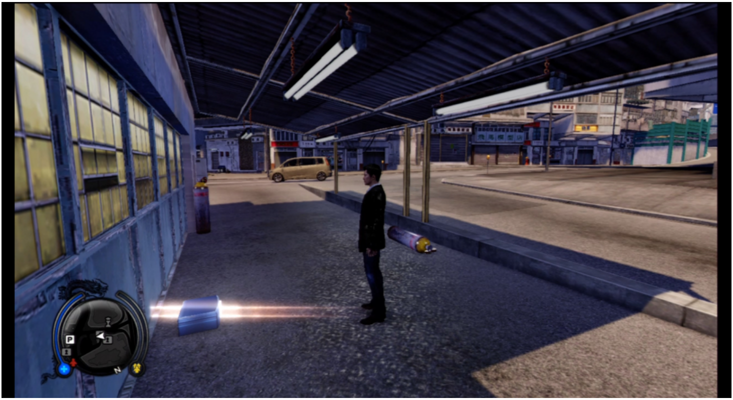
- Amount: HK $5000
- Guarded, Locked

Lock Box 15



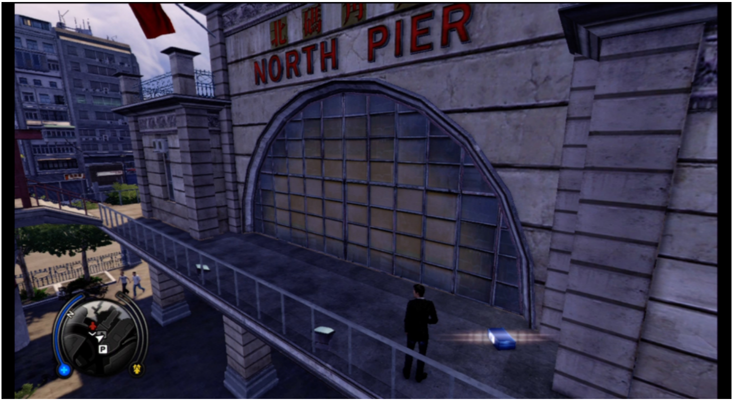
- Amount: HK $10000
- Guarded

Lock Box 16



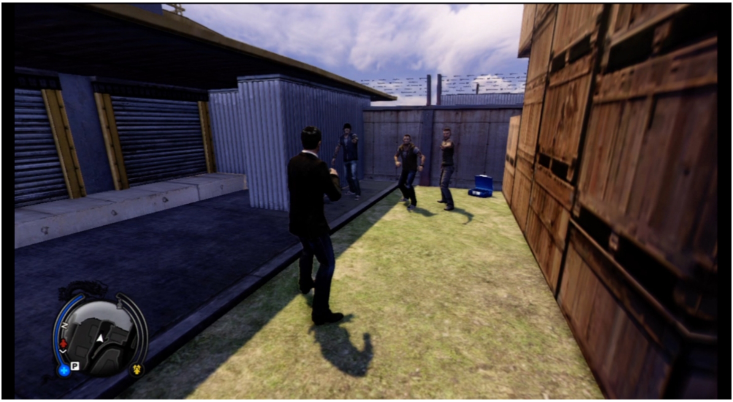
- Amount: HK $5000

Lock Box 17



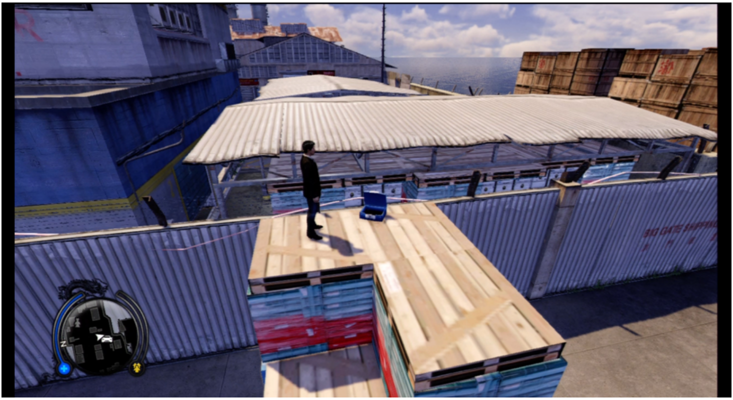
- Amount: HK $5000

Lock Box 18



- Amount: HK $5000
- Guarded

Lock Box 19

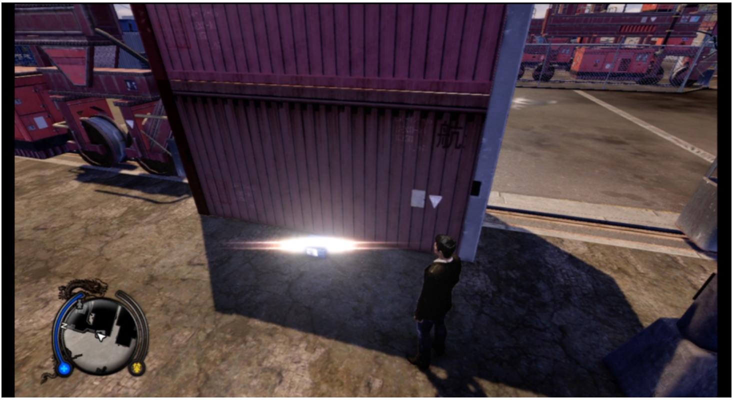


- Amount: HK $5000, Awareness Band

Tip

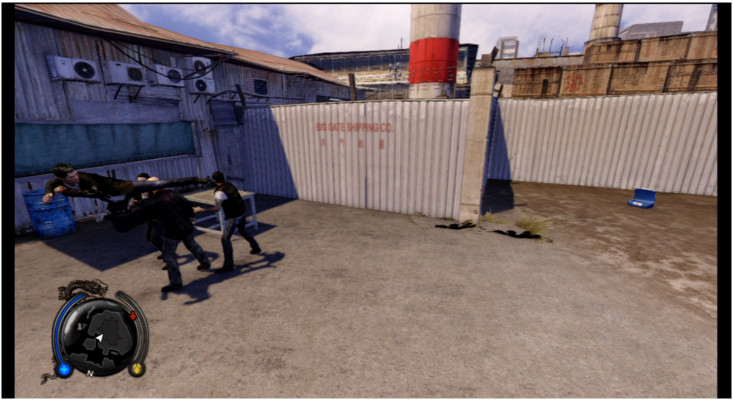
It’s easy to miss this Lock Box sitting atop the shipping crates near the gray market vehicles seller. Wei can easily climb up the crates to claim it.

Lock Box 20



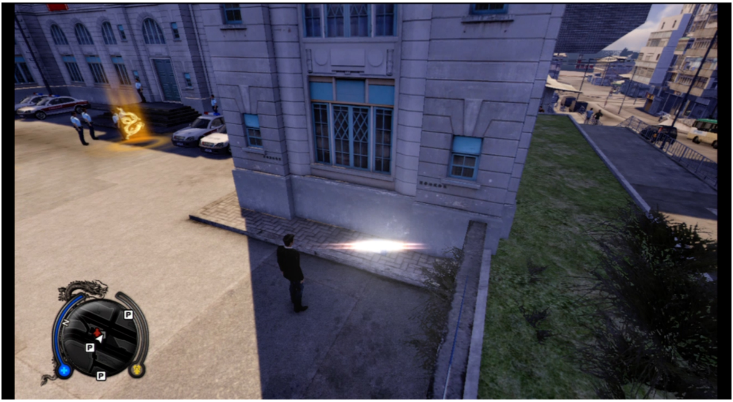
- Amount: HK $14000, Meat Cleaver
- Locked

Lock Box 21



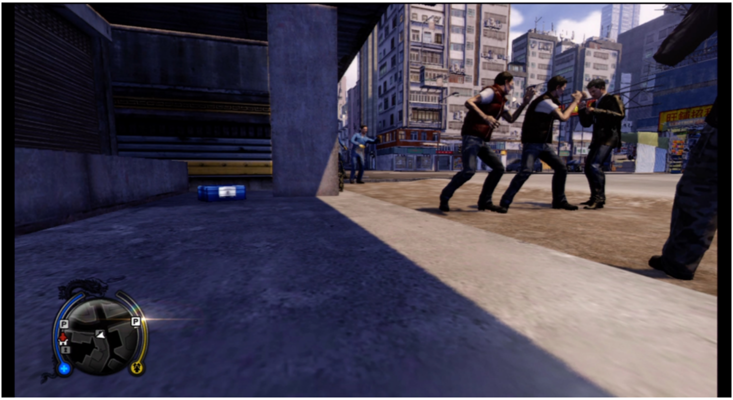
- Amount: HK $10000
- Guarded

Lock Box 22



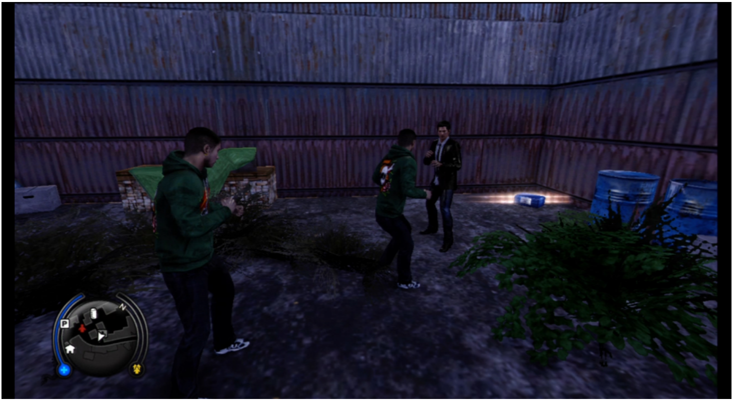
- Amount: HK $10000
- Locked

Lock Box 23



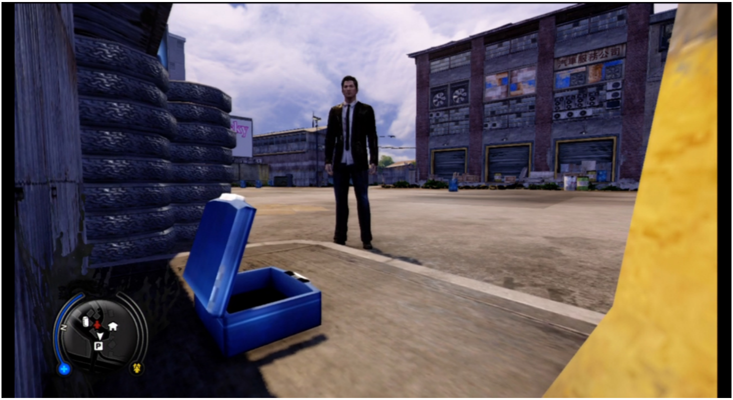
- Amount: HK $10000
- Guarded

Lock Box 24



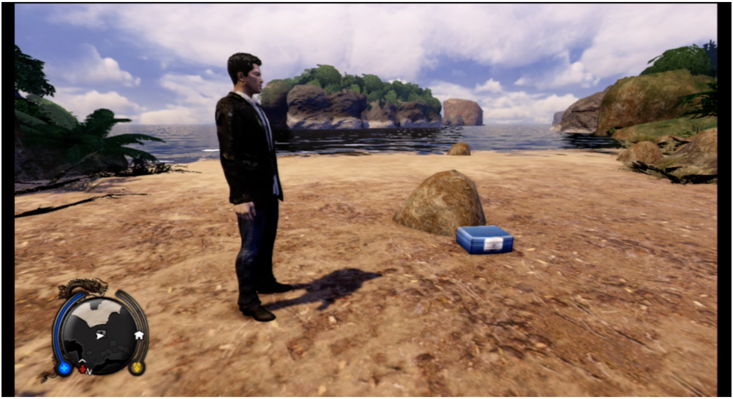
- Amount: HK $5000
- Guarded

Lock Box 25



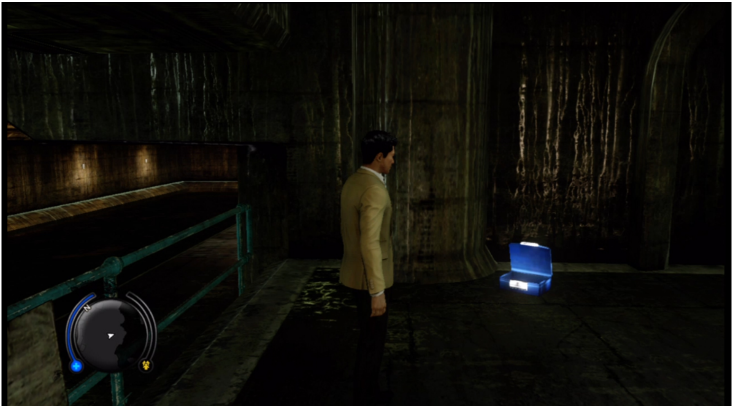
- Amount: HK $5000, Frisky Blockers (gold glasses)

Lock Box 26



- Amount: HK $5000

Lock Box 27

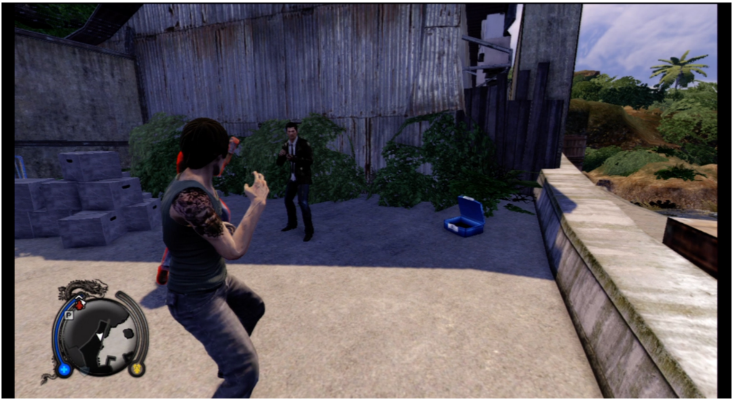


- Amount: HK $2800
- Locked

Tip

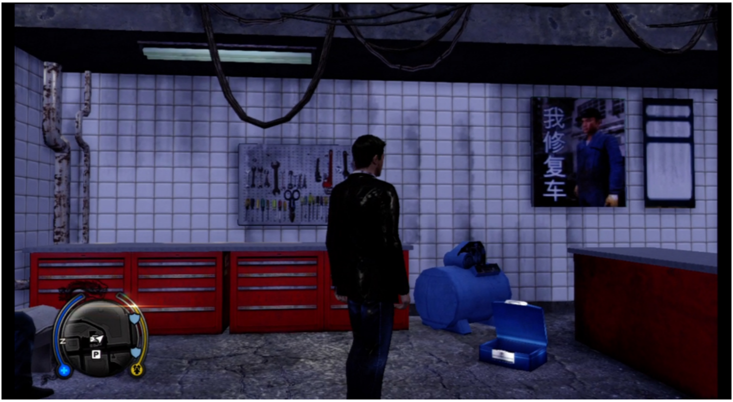
Simply looking at the map, you might think this Lock Box is in the city somewhere, but the reality is that you'll have to delve into the sewers to reach it. The access to the sewers is via aqueducts that lead out to sea. The "Kidnapper" Case eventually leads you to this sewer.

Lock Box 28



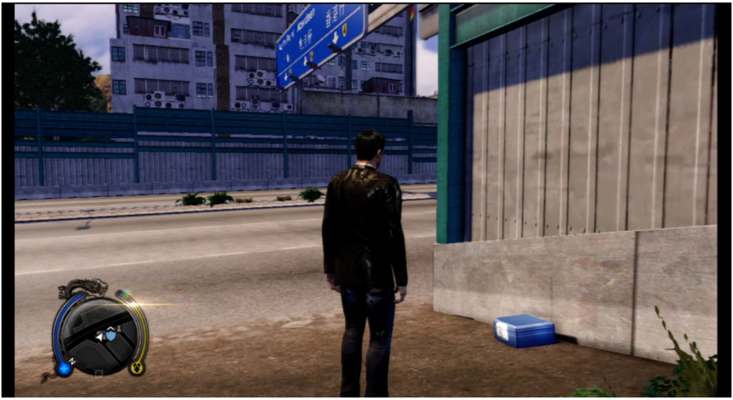
- Amount: HK $10000
- Guarded

Lock Box 29



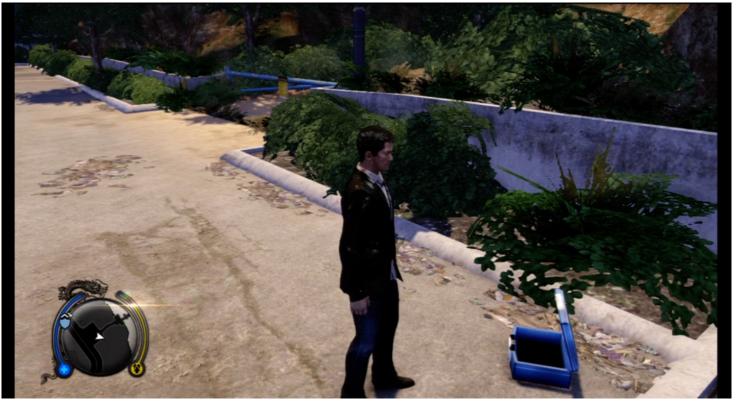
- Amount: HK $10000
- Locked

Lock Box 30



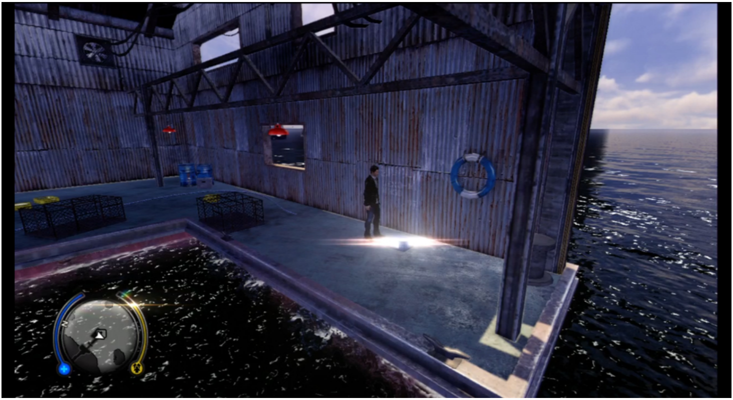
- Amount: HK $5000

Lock Box 31



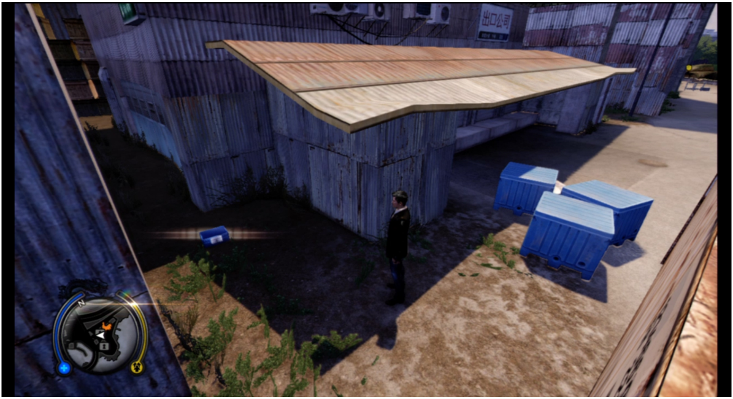
- Amount: HK $5000, T-Shirt

Lock Box 32



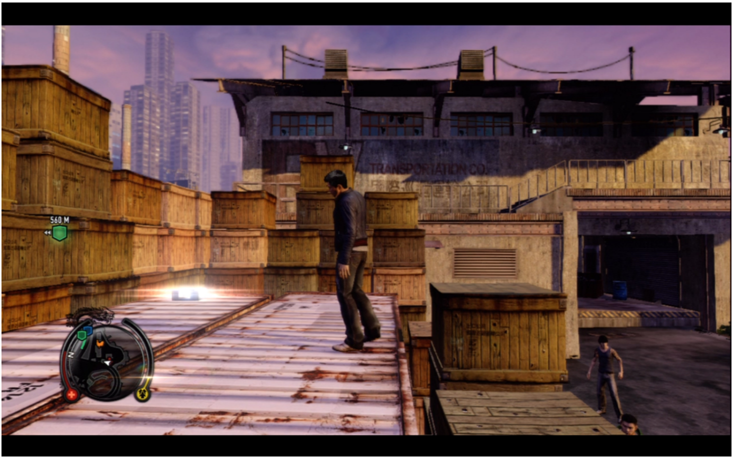
- Amount: HK $5000 J. Jiggler Track Pants

Lock Box 33



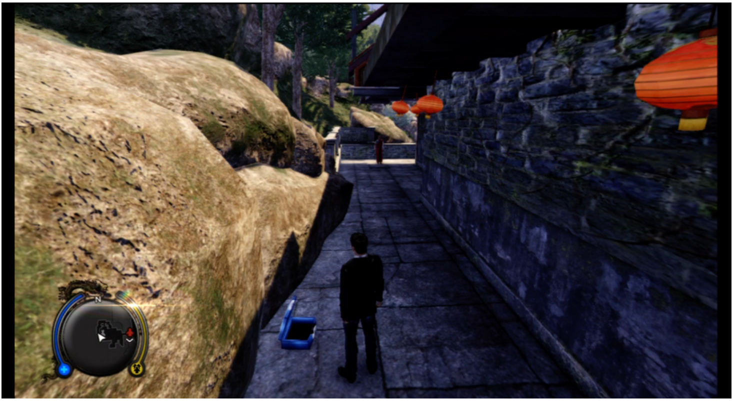
- Amount: HK $5000, Ikoze Type OS

Lock Box 34



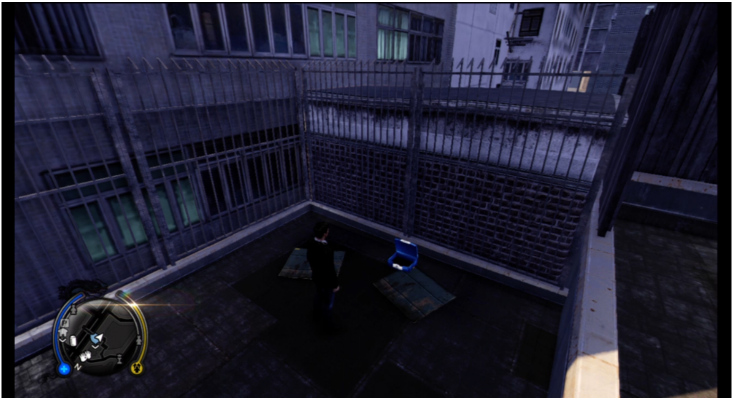
- Amount: HK $5000, J. Jiggler Canvas Sneakers
- Guarded

Lock Box 35



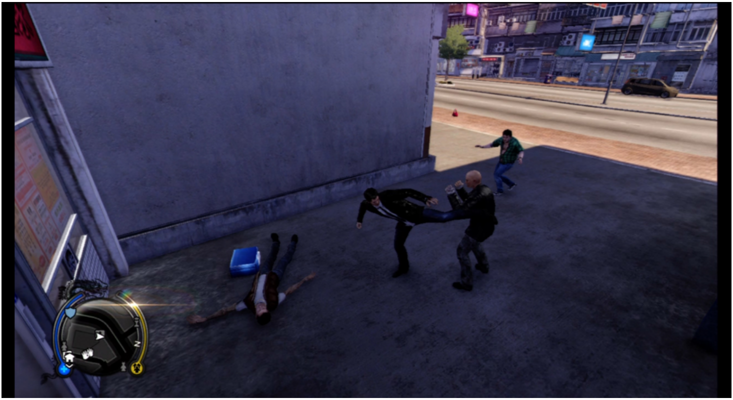
- Amount: HK $5000, Knock-Off J. Jiggler Jersey
- Locked

Lock Box 36



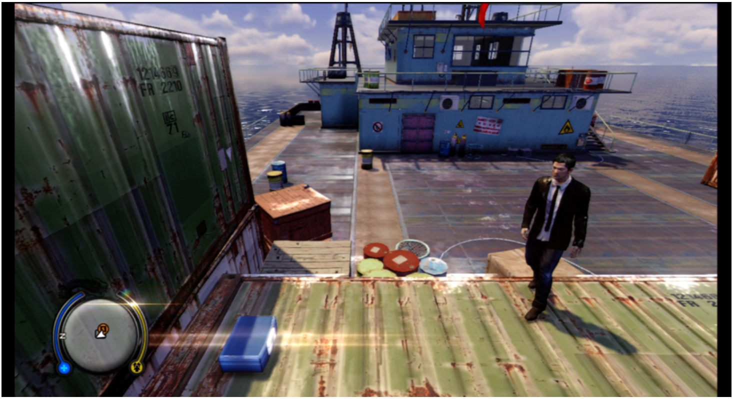
- Amount: HK $10000

Lock Box 37



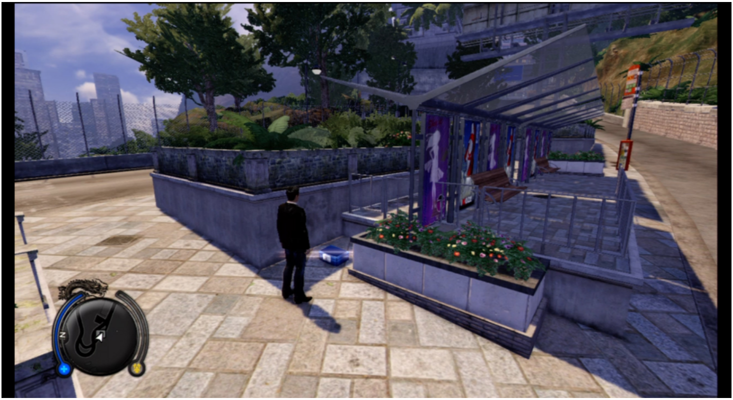
- Amount: HK $5000
- Guarded

Lock Box 38



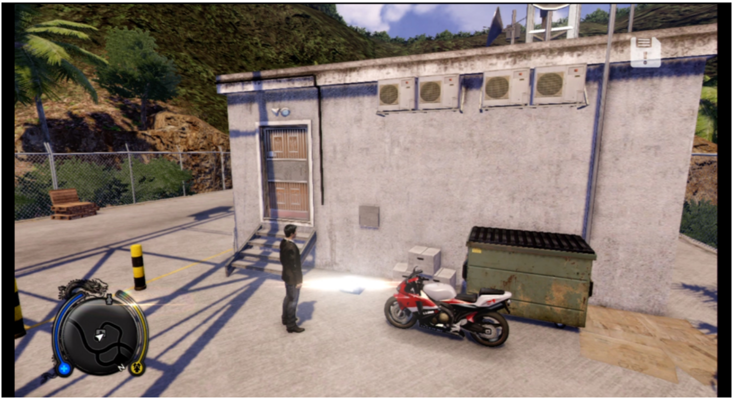
- Amount: HK $5000, Faux Couronne Viridian V-Neck

Lock Box 39



- Amount: HK $5000, Part-Time Assassin Clothing Set

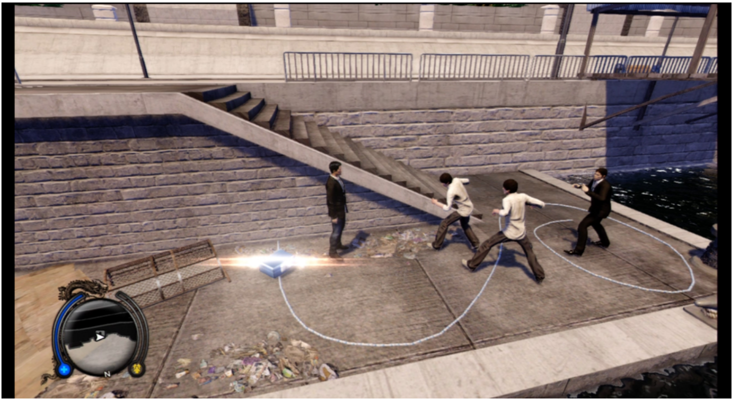
Lock Box 40



- Amount: HK $2100, 9mm Pistol
- Locked

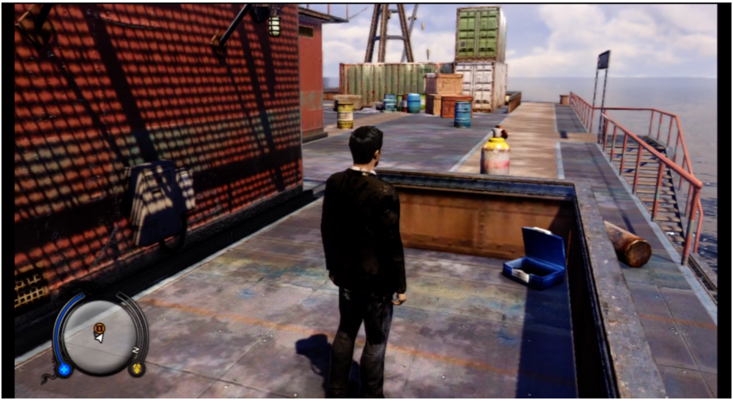
Central

Lock Box 1



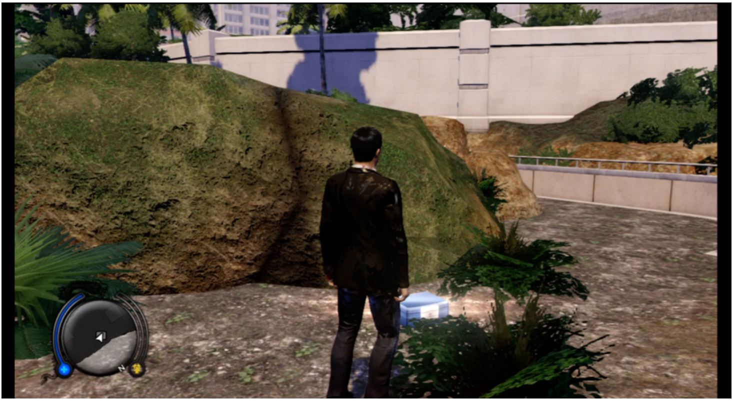
- Amount: HK $2100, 9mm Pistol
- Guarded, Locked

Lock Box 2



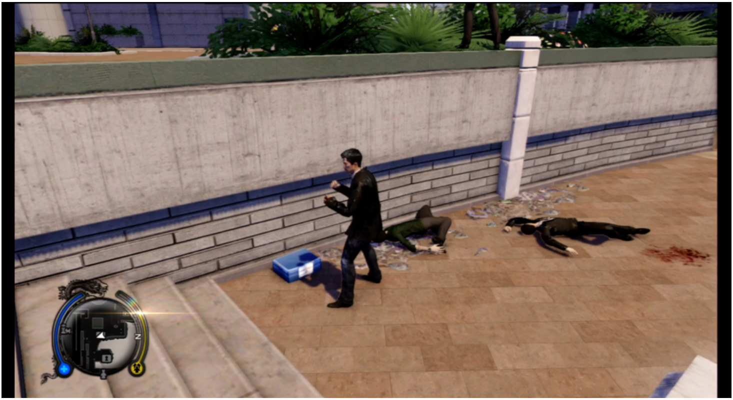
- Amount: HK $5000, Dress Suit Pants by Achete
- Locked

Lock Box 3



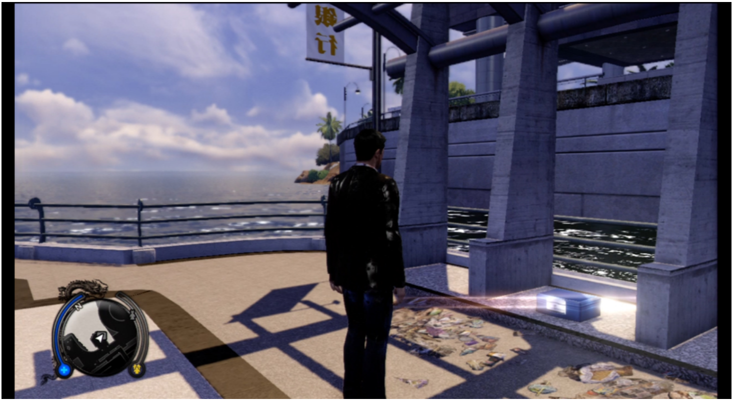
- Amount: HK $2100, 9mm Pistol
- Locked

Lock Box 4



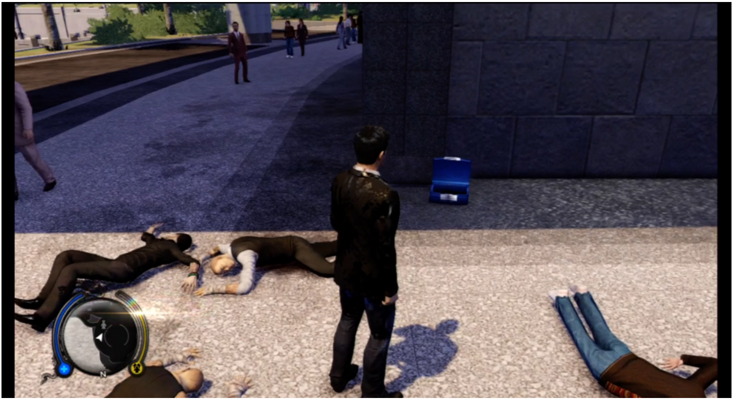
- Amount: HK $10000
- Guarded

Lock Box 5



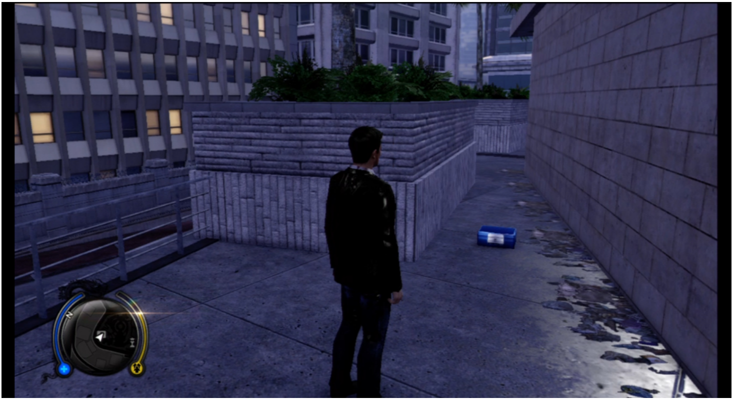
- Amount: HK $10000

Lock Box 6



- Amount: HK $5000
- Guarded

Lock Box 7

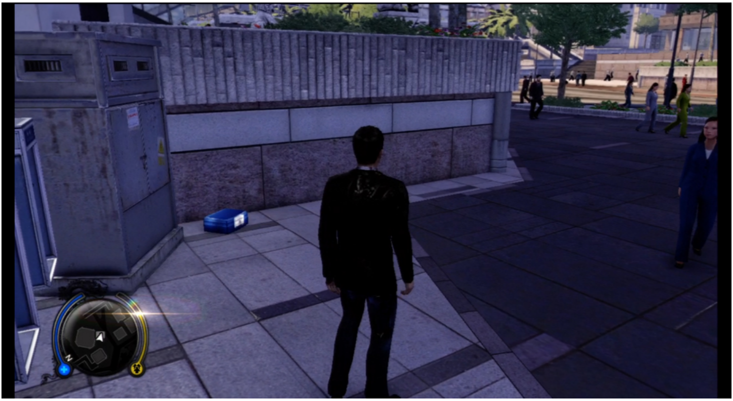


- Amount: HK $20000
- Locked

Tip

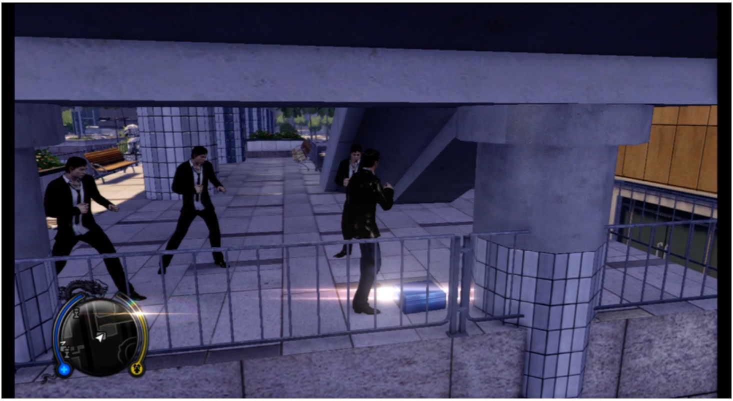
You can drive past this Lock Box repeatedly and wonder how you're missing it. You can find the box tucked into a dead end of a walkway that flanks the nearby road.

Lock Box 8



- Amount: HK $10000

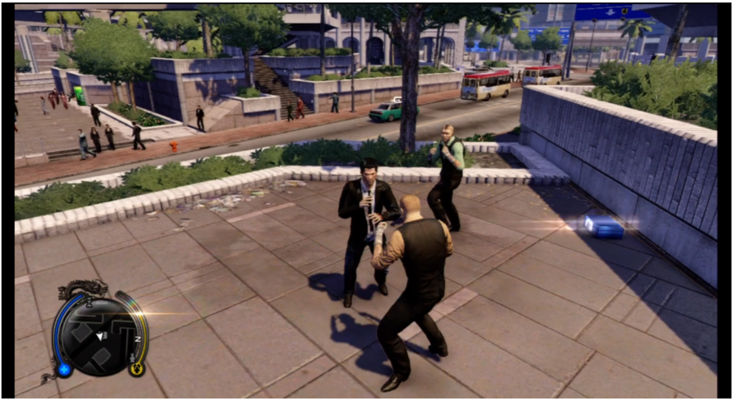
Lock Box 9



- Amount: HK $20000

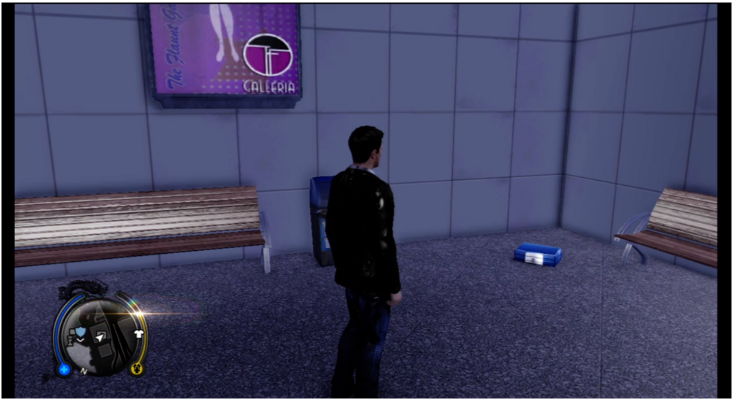
- Guarded, Locked

Lock Box 10



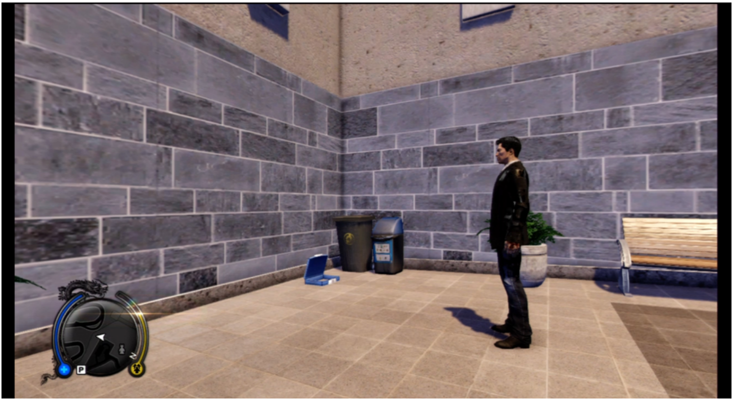
- Amount: HK $5000
- Guarded

Lock Box 11



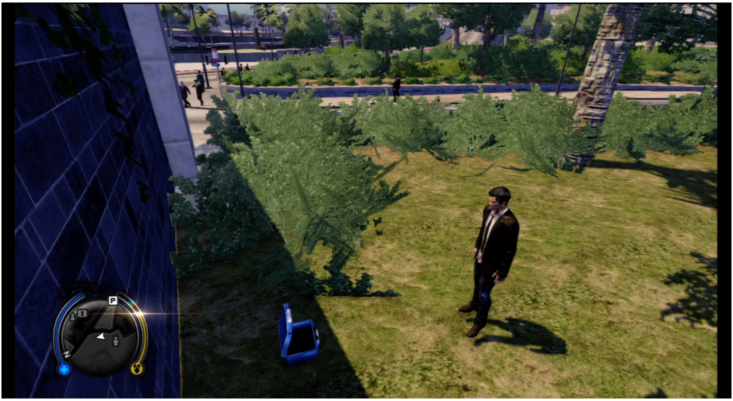
- Amount: HK $5000, Couronne Street V-Neck
- Locked

Lock Box 12



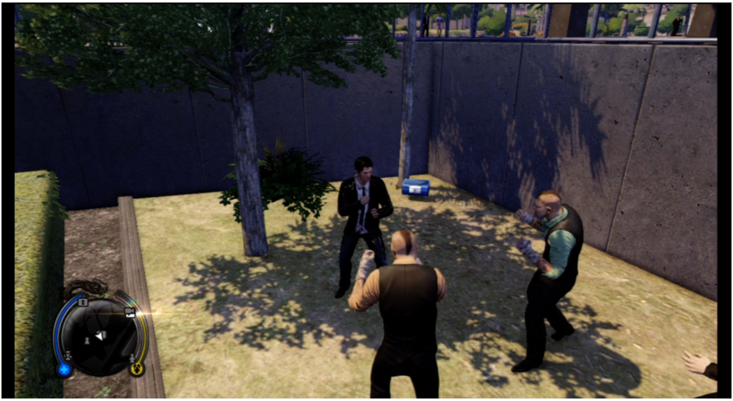
- Amount: HK $5000, Ikoze Kicks
- Locked

Lock Box 13



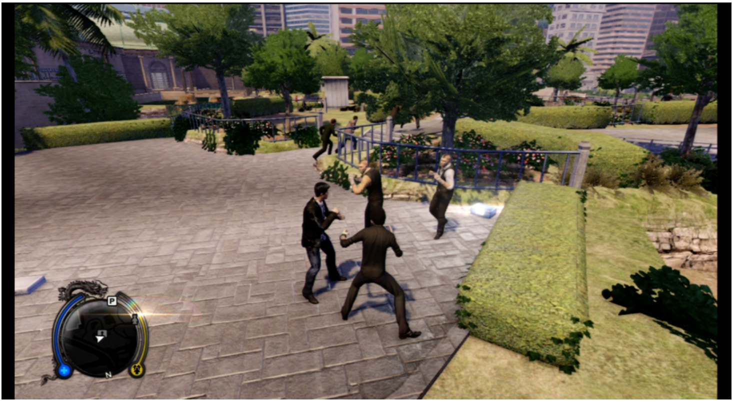
- Amount: HK $5000, Mr. Black Clothing Set
- Guarded, Locked

Lock Box 14



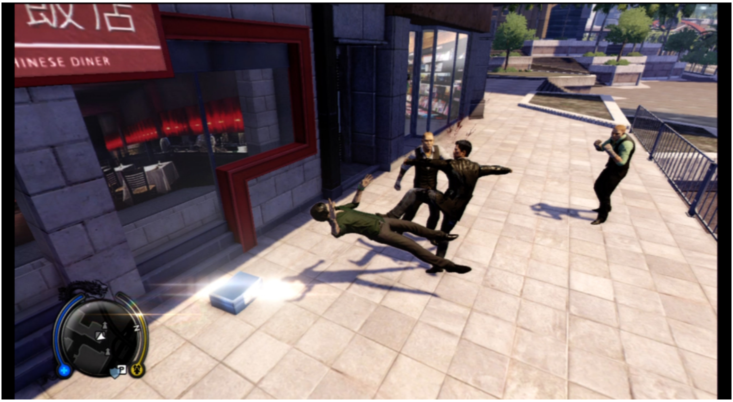
- Amount: HK $20000
- Guarded, Locked

Lock Box 15



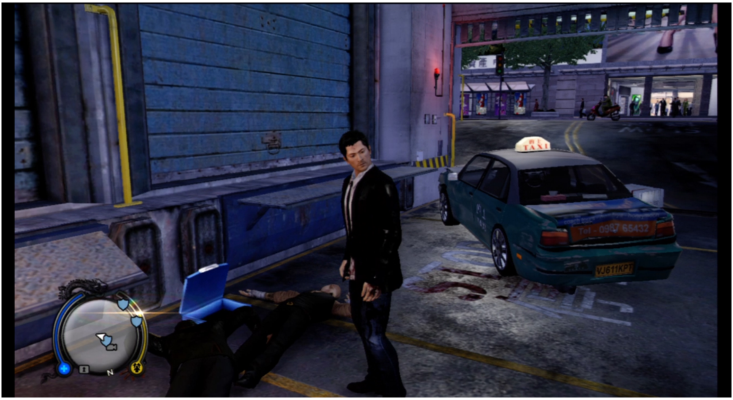
- Amount: HK $5000, Baseball Cap
- Guarded, Locked

Lock Box 16



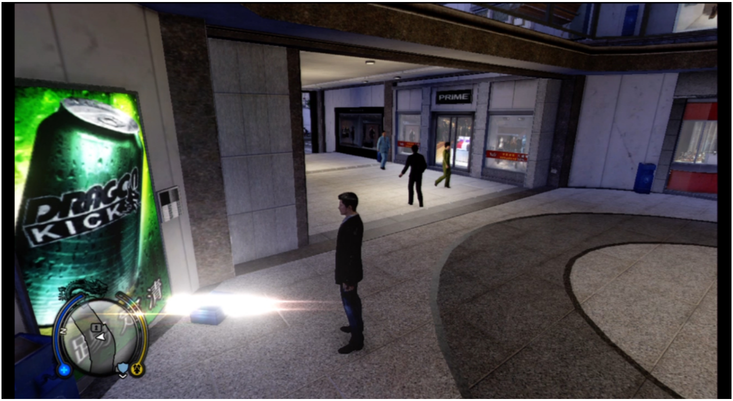
- Amount: HK $5000
- Guarded

Lock Box 17



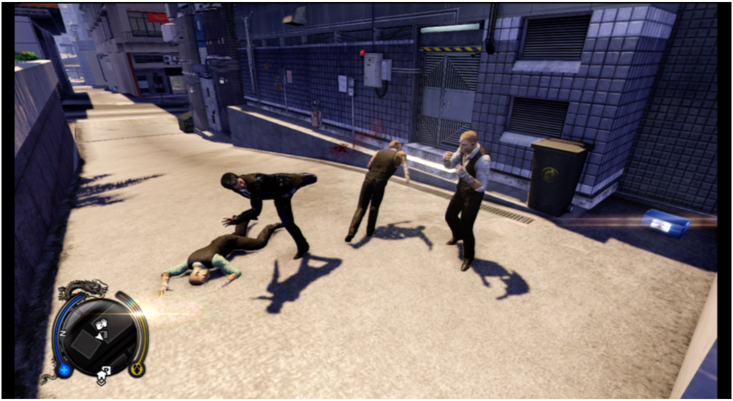
- Amount: HK $20000
- Locked

Lock Box 18



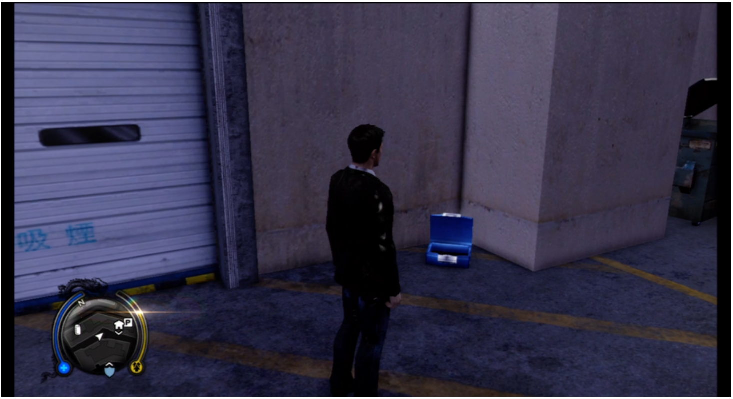
- Amount: HK $5000

Lock Box 19



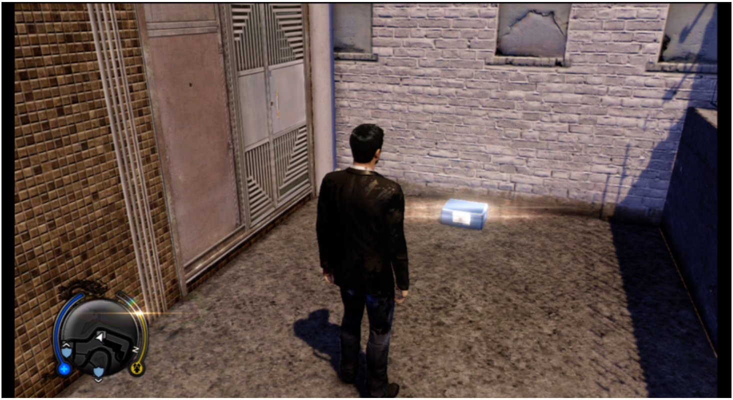
- Amount: HK $5000
- Guarded

Lock Box 20



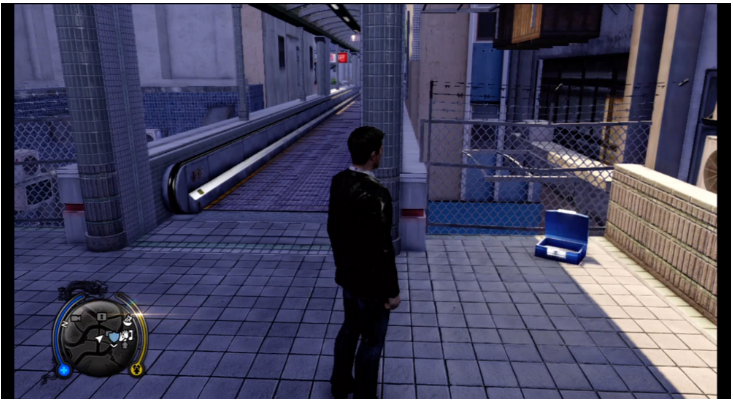
- Amount: HK $5000, Counterfeit J. Jiggler Track Pants
- Locked

Lock Box 21



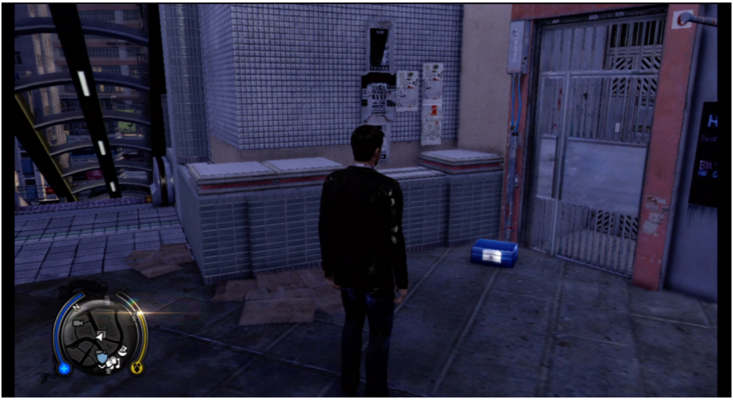
- Amount: HK $5000

Lock Box 22



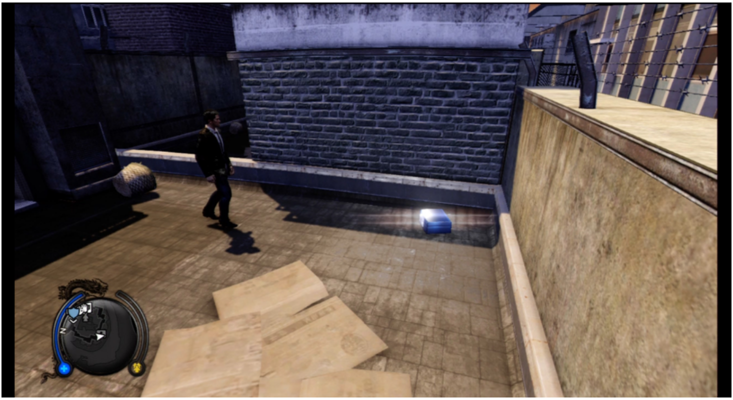
- Amount: HK $20000
- Locked

Lock Box 23



- Amount: HK $5000, Aspirazone Dress Suit Pants
- Locked

Lock Box 24

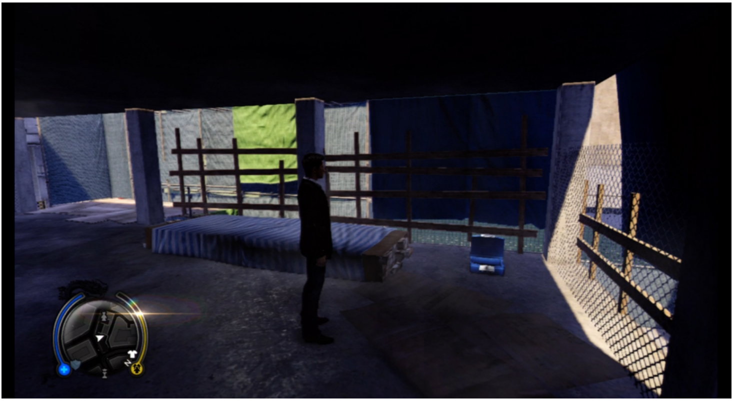


- Amount: HK $5000, Achete Leather Jacket

Tip

You will most likely run past this Lock Box during the “Make Ilyana Sweat” Favor. However, you can take the back alley exit from the K-Bar at any time to retrieve the box.

Lock Box 25

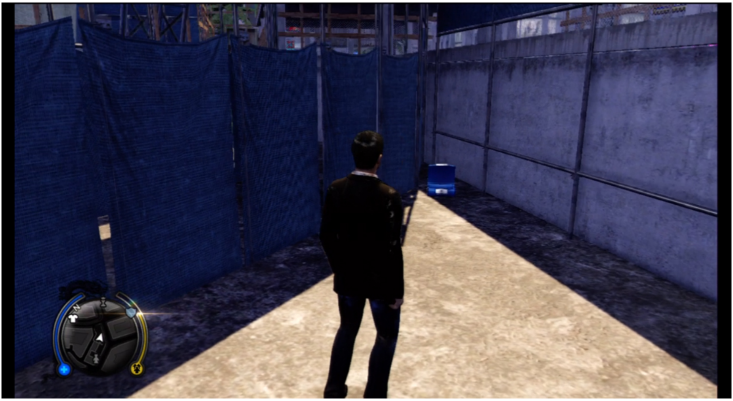


- Amount: HK $5000

Tip

Lock Boxes 25 and 26 are located in the construction site near Vivienne's apartment. Number 25 is the easiest to find. You can find it near a bum who uses the site as his home.

Lock Box 26

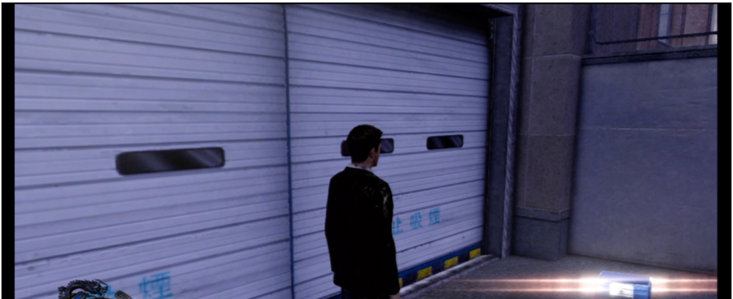


- Amount: HK $5000

Tip

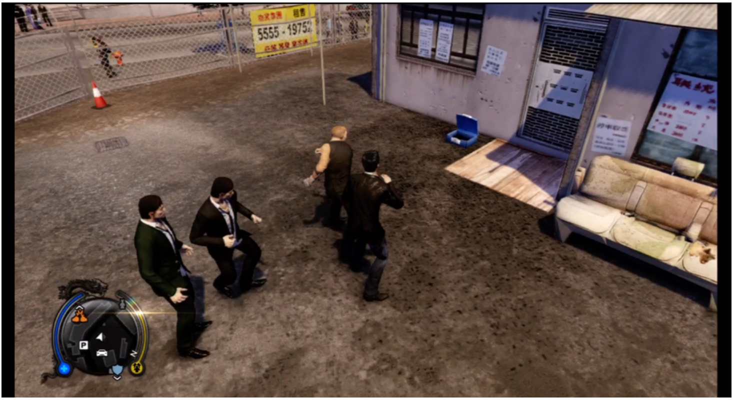
This box is stashed near number 25, but is on the ground level of the construction site. You'll have to drop down from the upper levels of the site to reach it, as there is no other direct access from the streets or alleys.

Lock Box 27



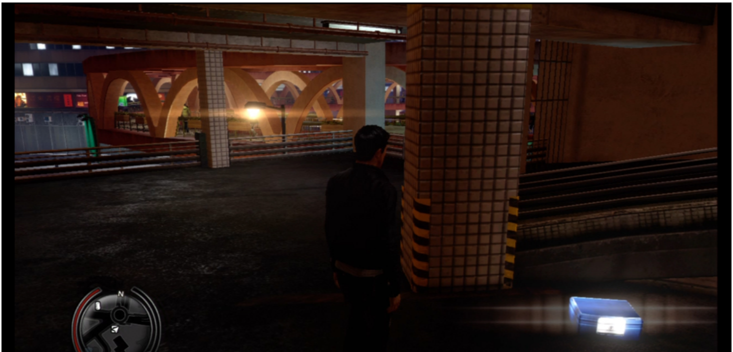
- Amount: HK $20000
- Locked

Lock Box 28



- Amount: HK $5000, Baseball Cap
- Guarded

Lock Box 29

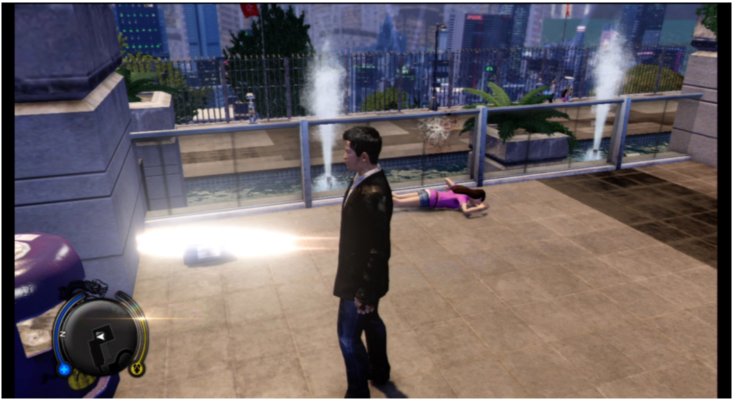


- Amount: HK $10000

Tip

This box isn't immediately obvious in its placement. At the traffic circle near the parking lot here, you'll have to climb up to the walkway, and then jump from the walkway into the upper floor of the parking lot, where the Lock Box is hidden.

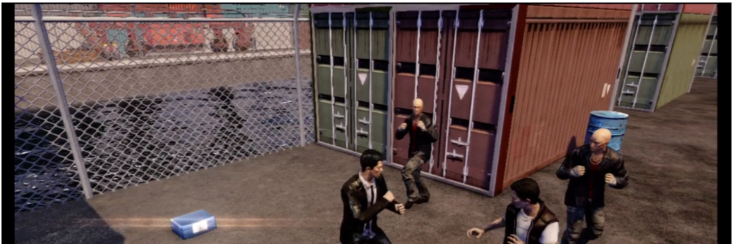
Lock Box 30



- Amount: HK $5000, Ikoze Sport Watch
- Locked

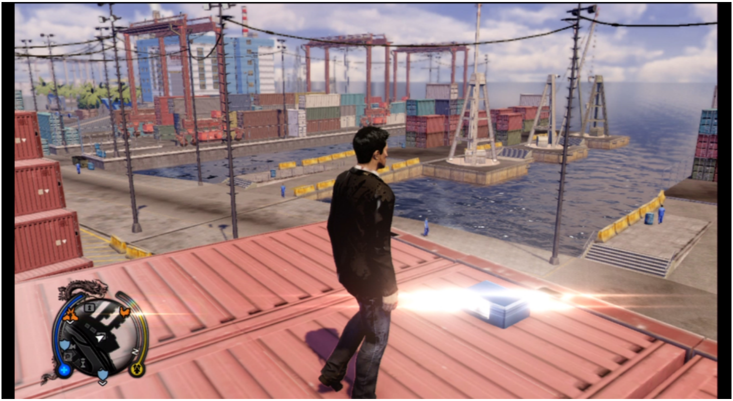
Kennedy Town

Lock Box 1



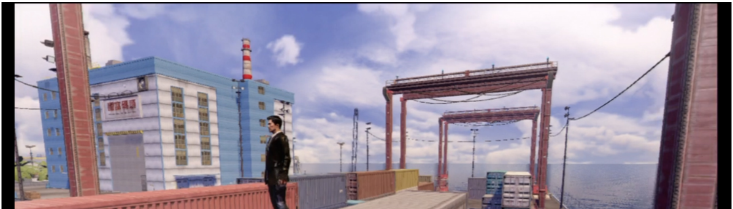
- Amount: HK $5000, Hang + Sui Pilots
- Guarded

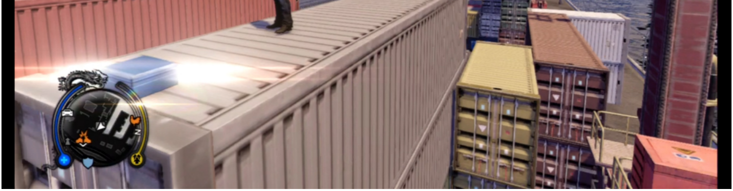
Lock Box 2



- Amount: HK $5000, Cambria Pure
- Locked

Lock Box 3



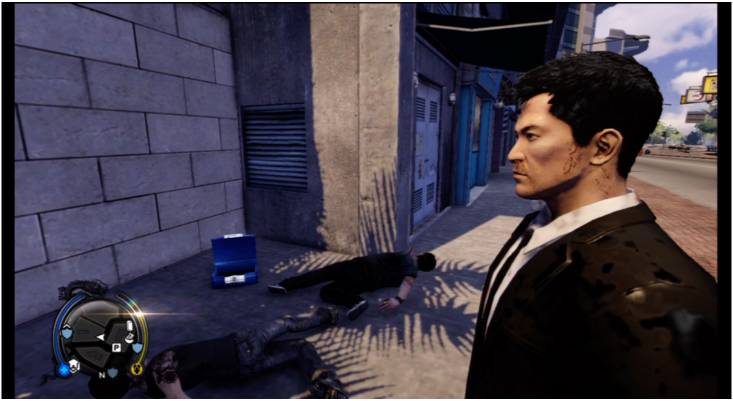


- Amount: HK $5000, Awareness Band

Tip

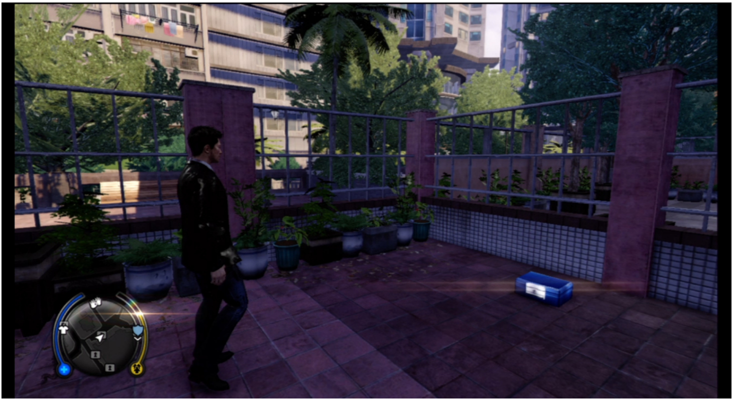
This Lock Box requires you to climb up a series of shipping containers and make a particularly precarious leap from one stack to the series of stacks that act as a bridge to reach the box itself.

Lock Box 4



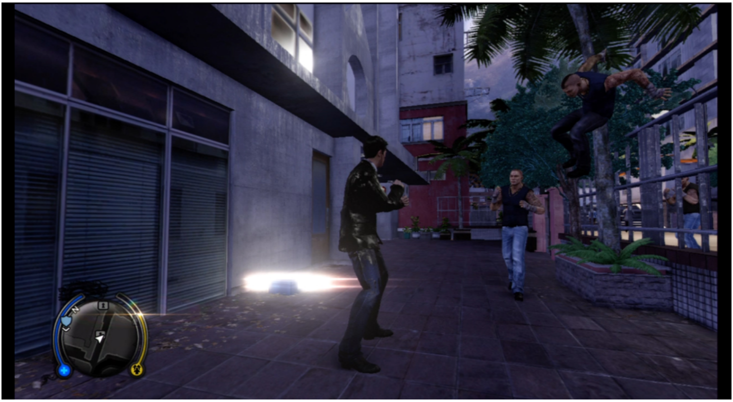
- Amount: HK $5000, Aspirazone Buff Jacket
- Guarded, Locked

Lock Box 5



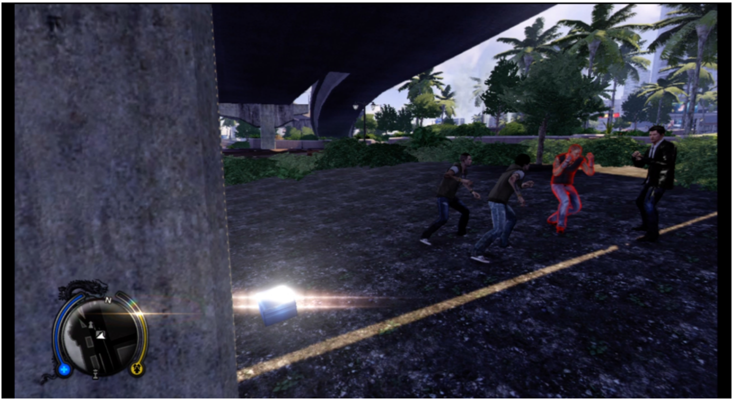
- Amount: HK $20000
- Locked

Lock Box 6



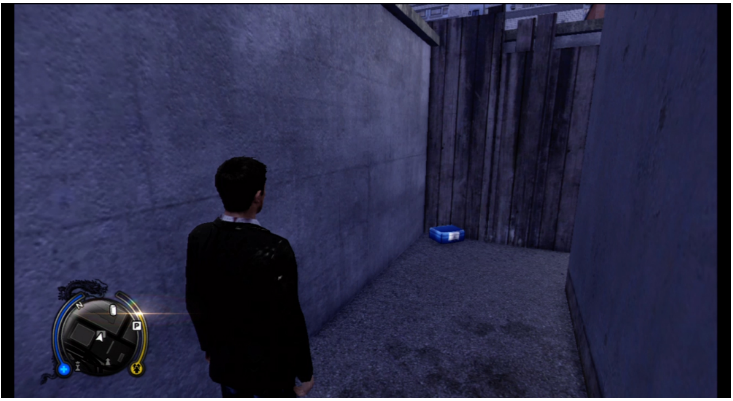
- Amount: HK $10000
- Guarded

Lock Box 7



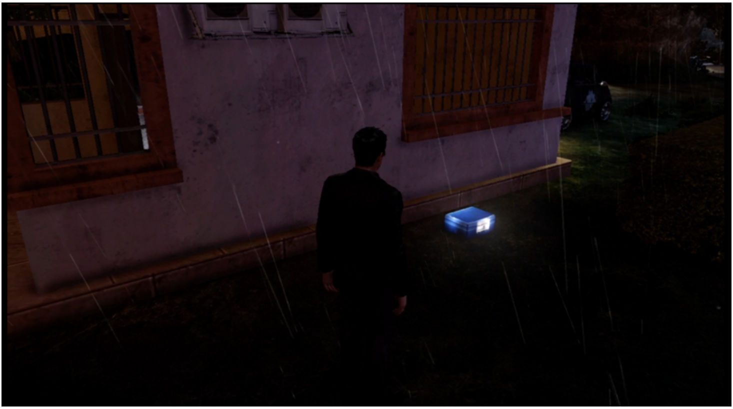
- Amount: HK $20000
- Guarded, Locked

Lock Box 8



- Amount: HK $20000
- Locked

Lock Box 9

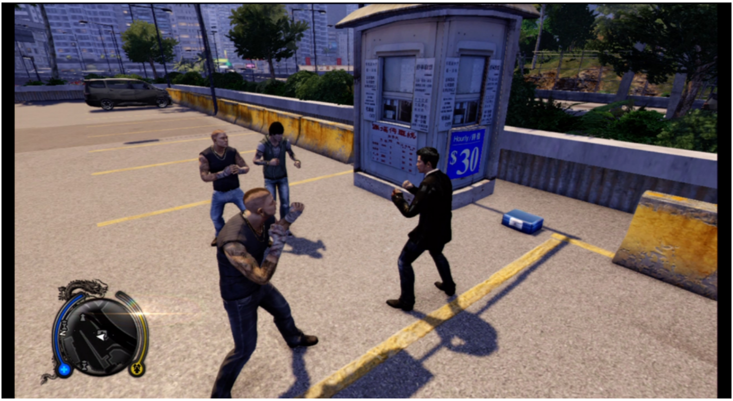


- Amount: HK $5000, Couronne Puffy Vest
- Locked

Tip

You can pick up this Lock Box easily enough by going behind the shed you run past during the Main Story mission "Bad Luck", as you're running toward the guard car to make your escape.

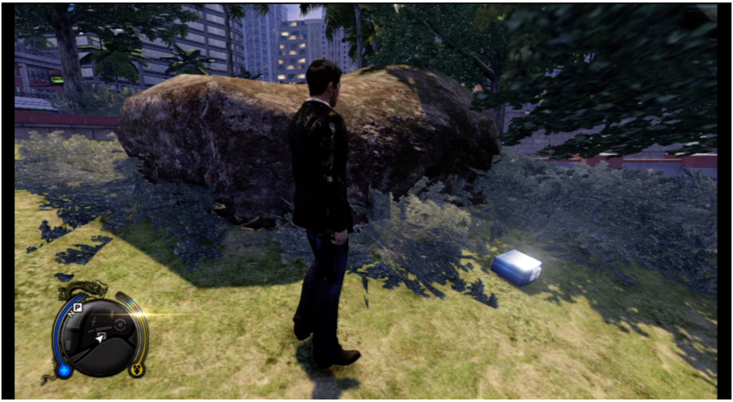
Lock Box 10



- Amount: HK $20000

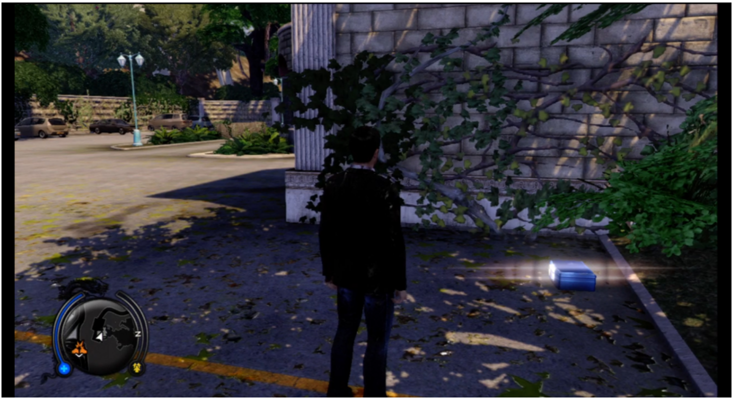
- Guarded, Locked

Lock Box 11



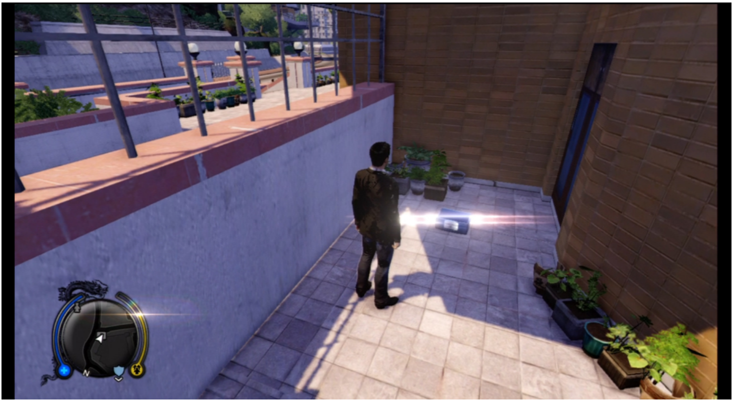
- Amount: HK $5000, J. Jiggler Track Top
- Guarded

Lock Box 12



- Amount: HK $2100, 9mm Pistol
- Locked

Lock Box 13

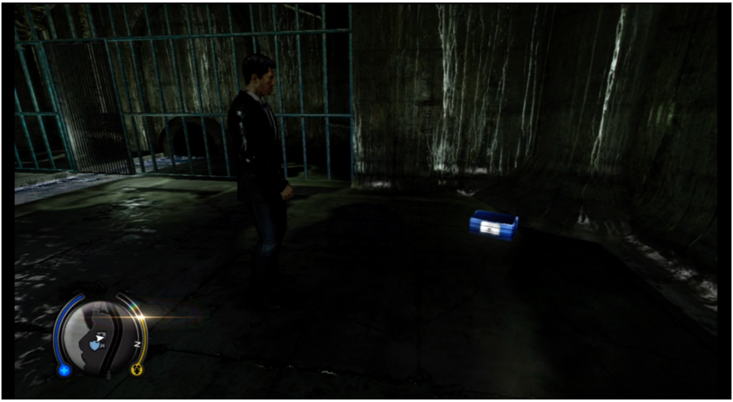


- Amount: HK $2100, 9mm Pistol
- Guarded, Locked

Tip

This box is placed in a deceptively tough location to reach. You don't have immediate street-level access to it due to the high walls, but you can slip down a cramped side alley that leads directly to it.

Lock Box 14

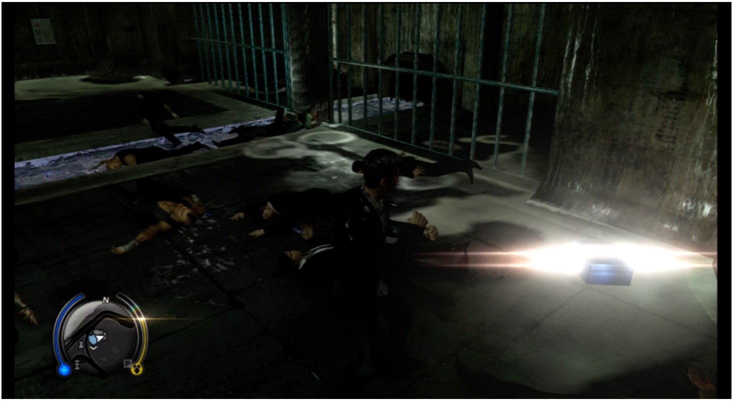


- Amount: HK $10000
- Guarded

Tip

You'll find this Lock Box right next to one of the sewer-based Drug Bust locations. If you're out and about early in the game before you have triggered the Drug Busts to appear on the map, this box will be unguarded.

Lock Box 15



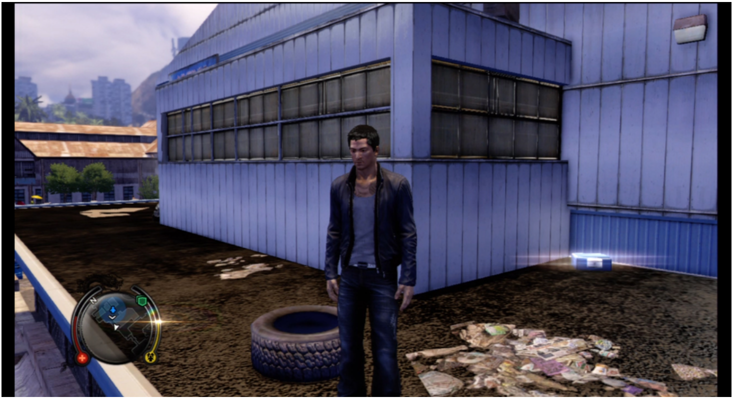
- Amount: HK $20000
- Locked, Guarded

Tip

This is another Lock Box that will require you to enter the sewers from the sea. It too is located near another Drug Bust location.

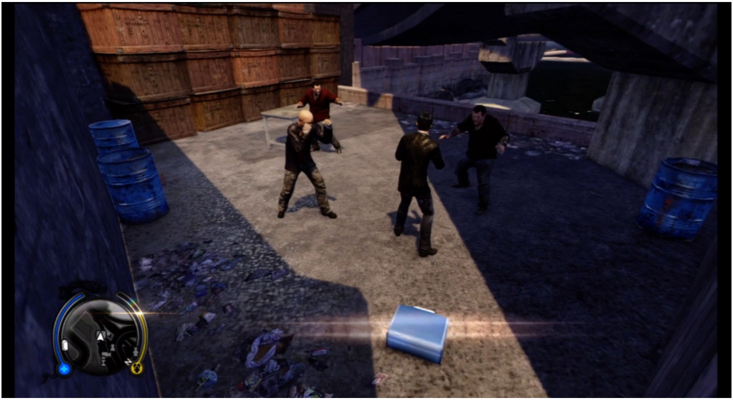
Aberdeen

Lock Box 1



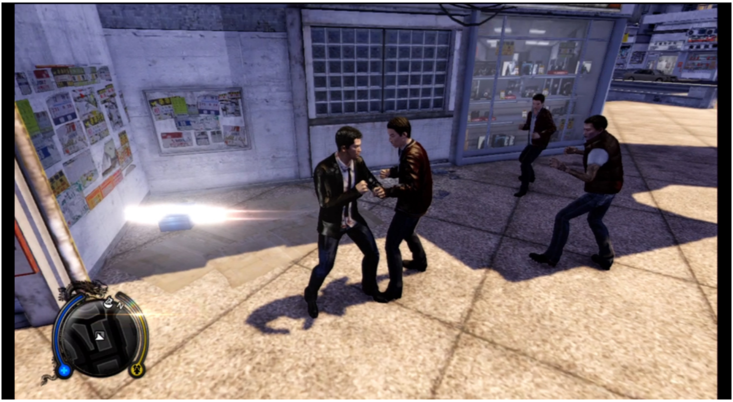
- Amount: HK $10000

Lock Box 2



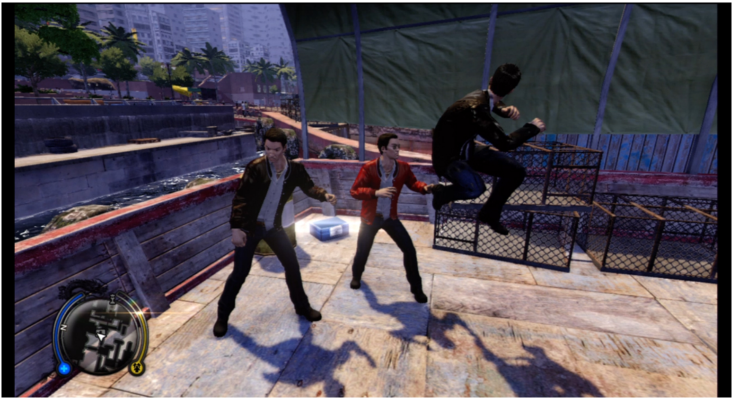
- Amount: HK $5000, Couronne T-Shirt
- Guarded

Lock Box 3



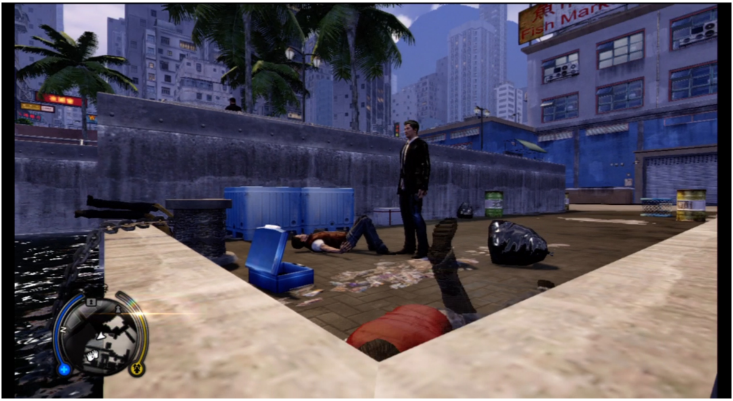
- Amount: HK $10000
- Guarded, Locked

Lock Box 4



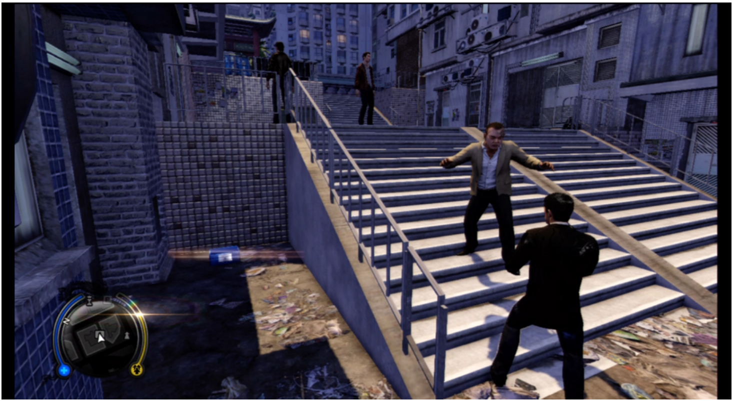
- Amount: HK $5000, Fake Ikoze Hoody
- Guarded, Locked

Lock Box 5



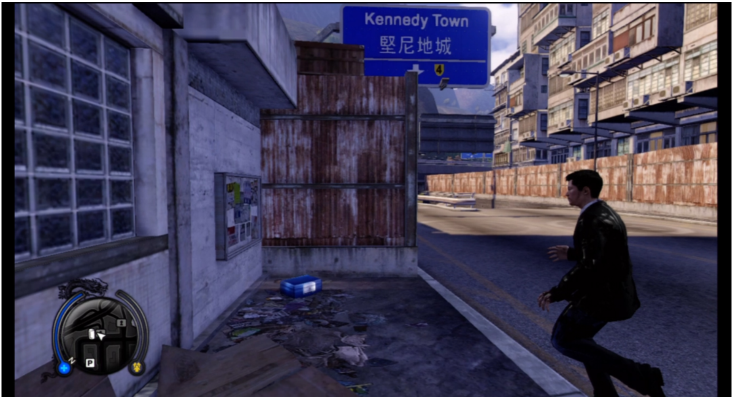
- Amount: HK $5000
- Guarded

Lock Box 6



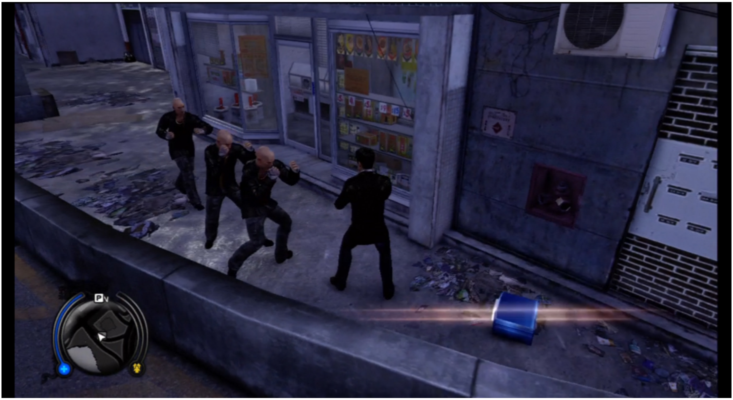
- Amount: HK $5000, J. Jiggler Track Pants
- Guarded, Locked

Lock Box 7



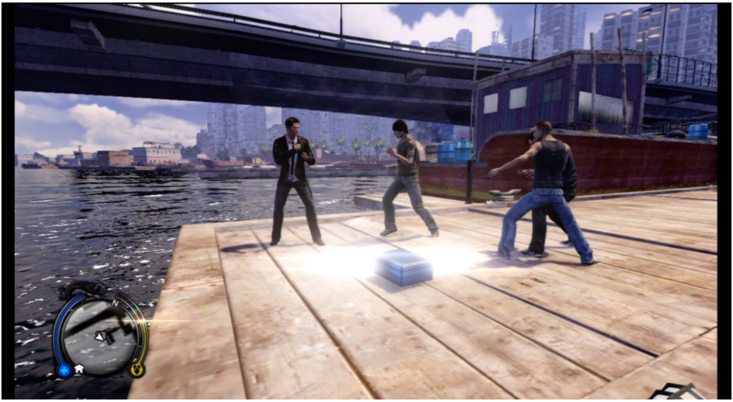
- Amount: HK $5000

Lock Box 8



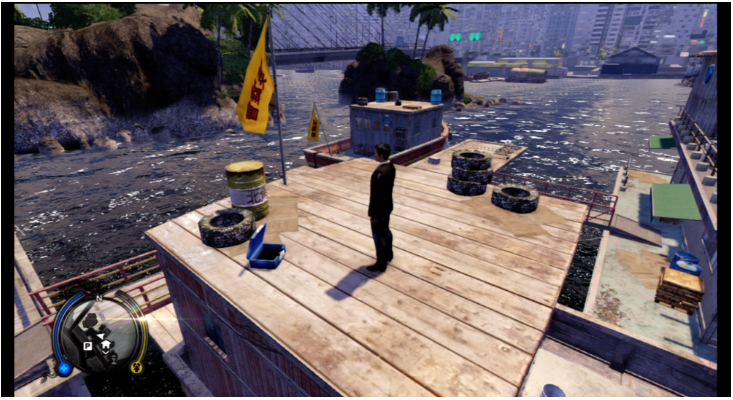
- Amount: HK $5000
- Guarded

Lock Box 9



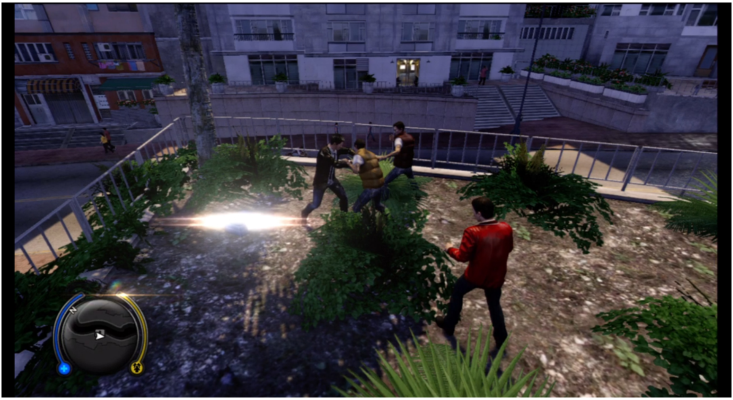
- Amount: HK $2100, 9mm Pistol
- Guarded

Lock Box 10



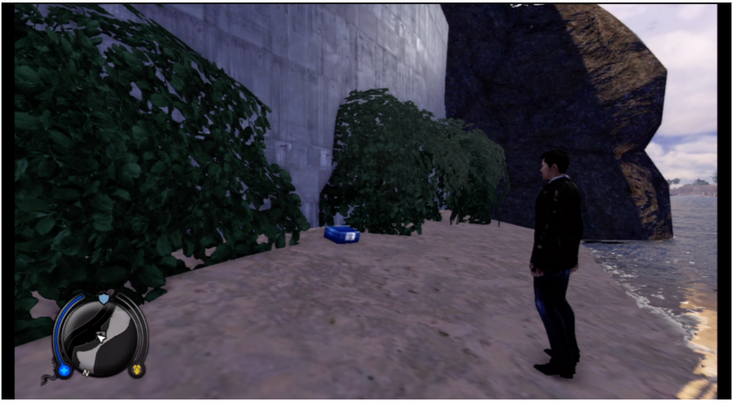
- Amount: HK $5000, Hang + Sui Pilots
- Locked

Lock Box 11



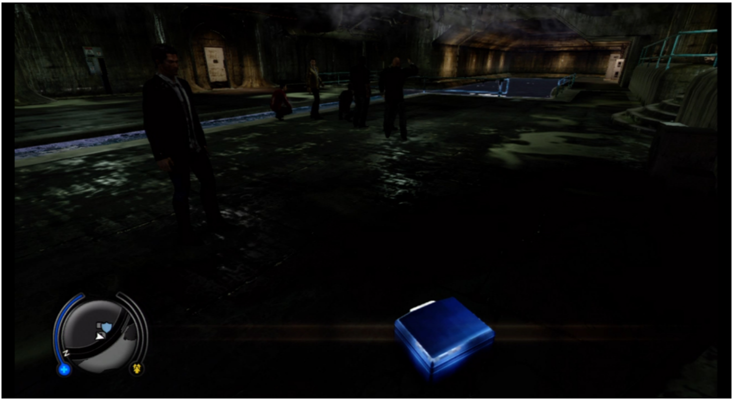
- Amount: HK $2100, 9mm Pistol
- Guarded, Locked

Lock Box 12



- Amount: HK $2100, 9mm Pistol
- Locked

Lock Box 13

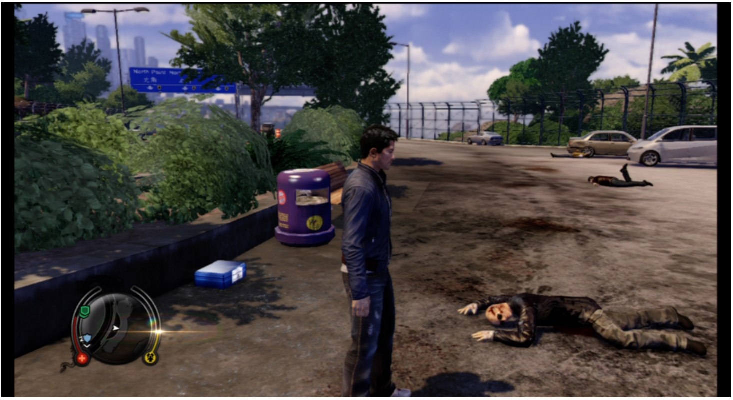


- Amount: HK $5000, Knock-Off J. Jiggler Jersey (red)
- Guarded

Tip

This is another of the sewer Lock Boxes. If you're taking time out of the main story line to pursue Drug Busts, your missions will inevitably lead you here, where you can take care of both the bust and the box.

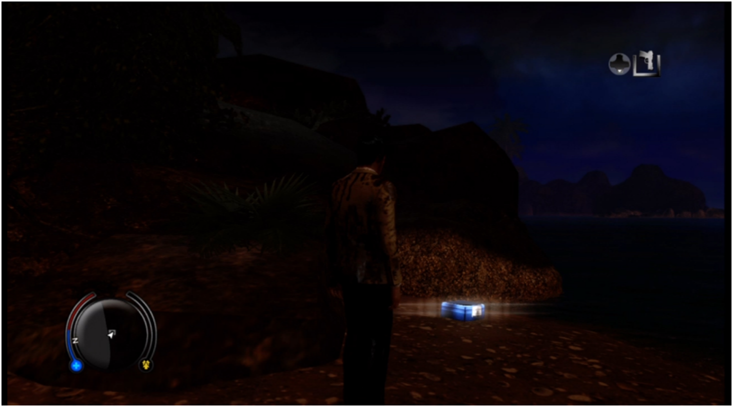
Lock Box 14



- Amount: HK $5000

- Guarded

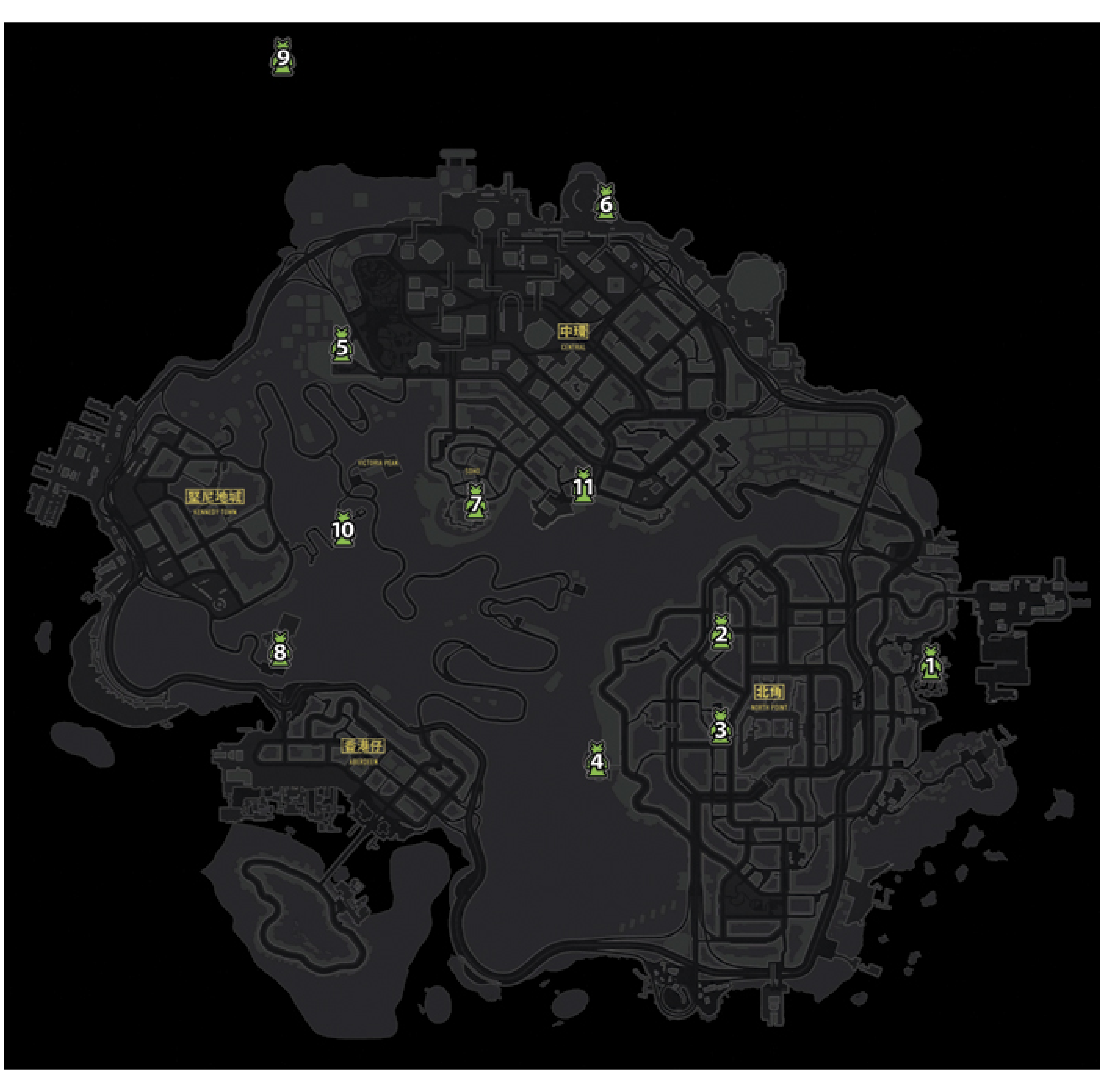
Lock Box 15



- Amount: HK $2100, 9mm Pistol
- Locked

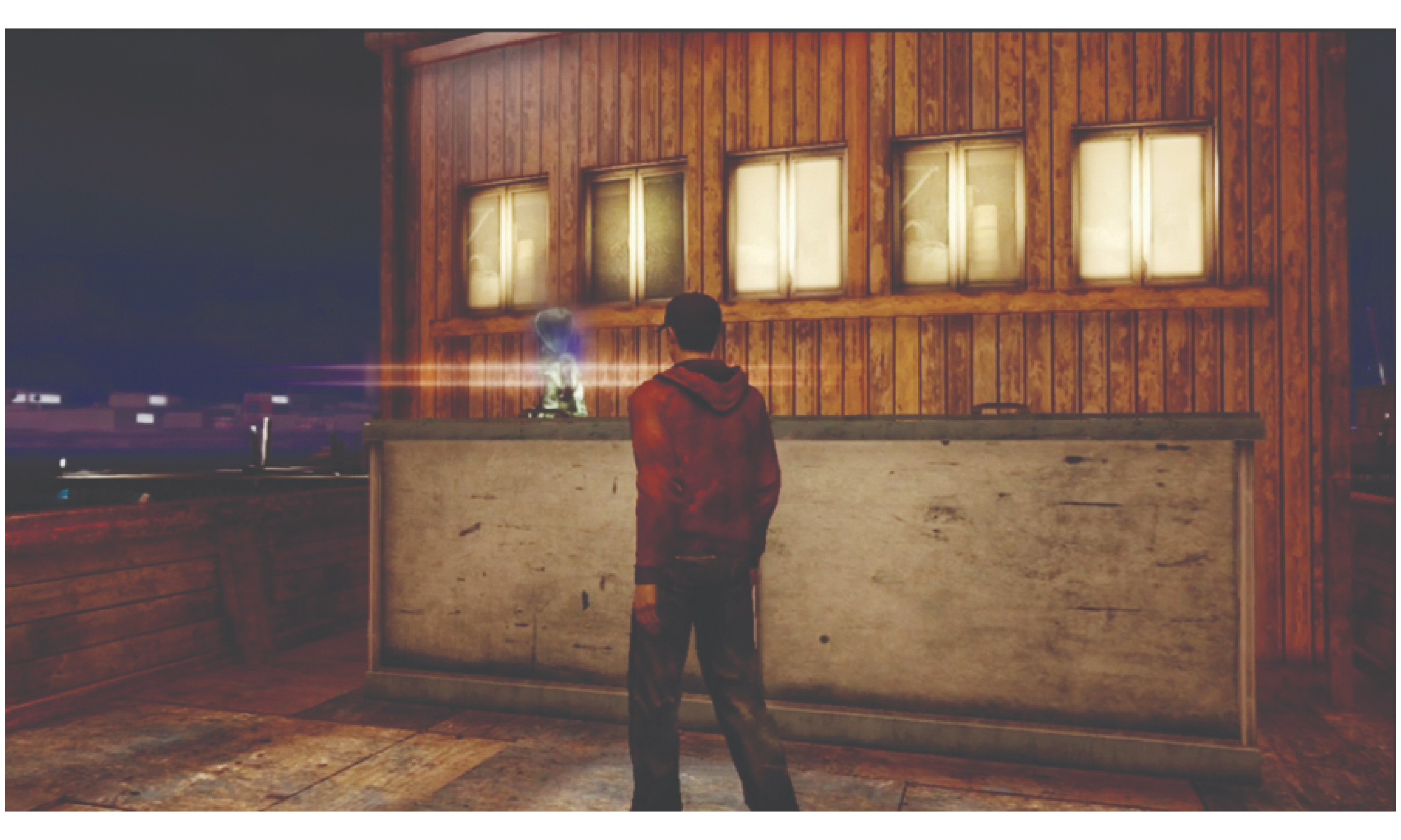
Collectibles

Jade Statues



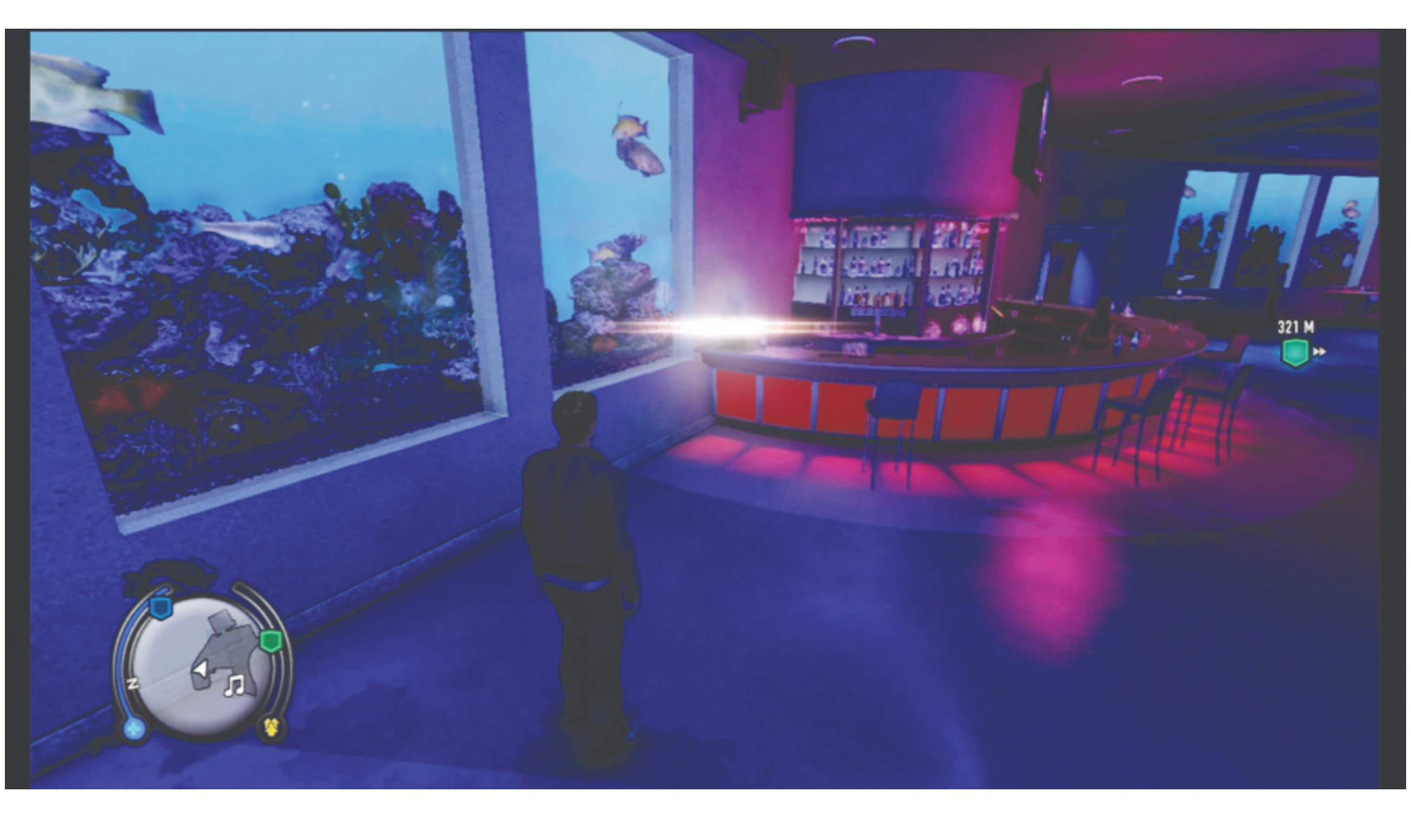
Click here for interactive maps

Jade Statue 1



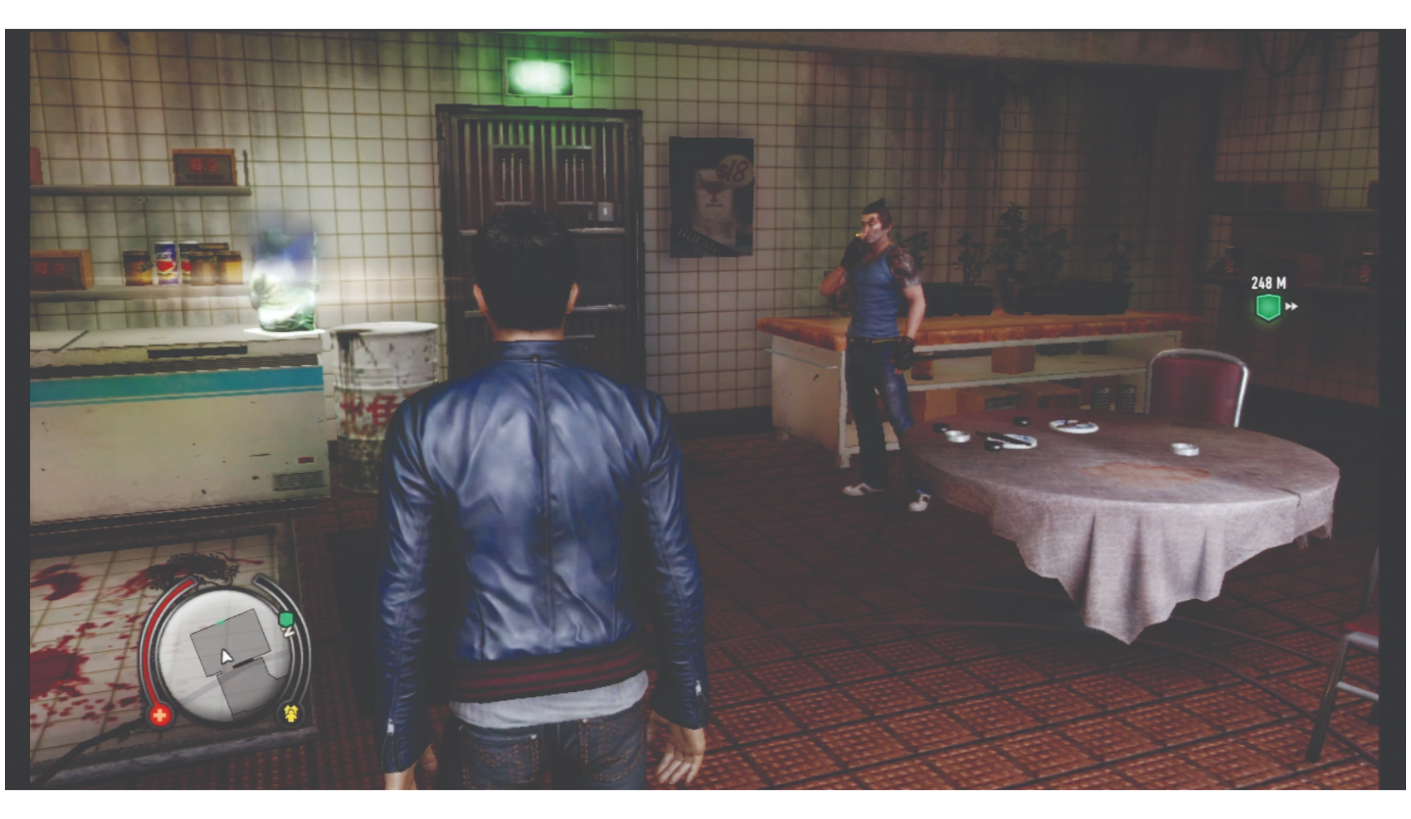
- Location: This statue can be found on the boat you board while observing the drug deal between Popstar and a supplier during the climax of the "Popstar" Case.

Jade Statue 2



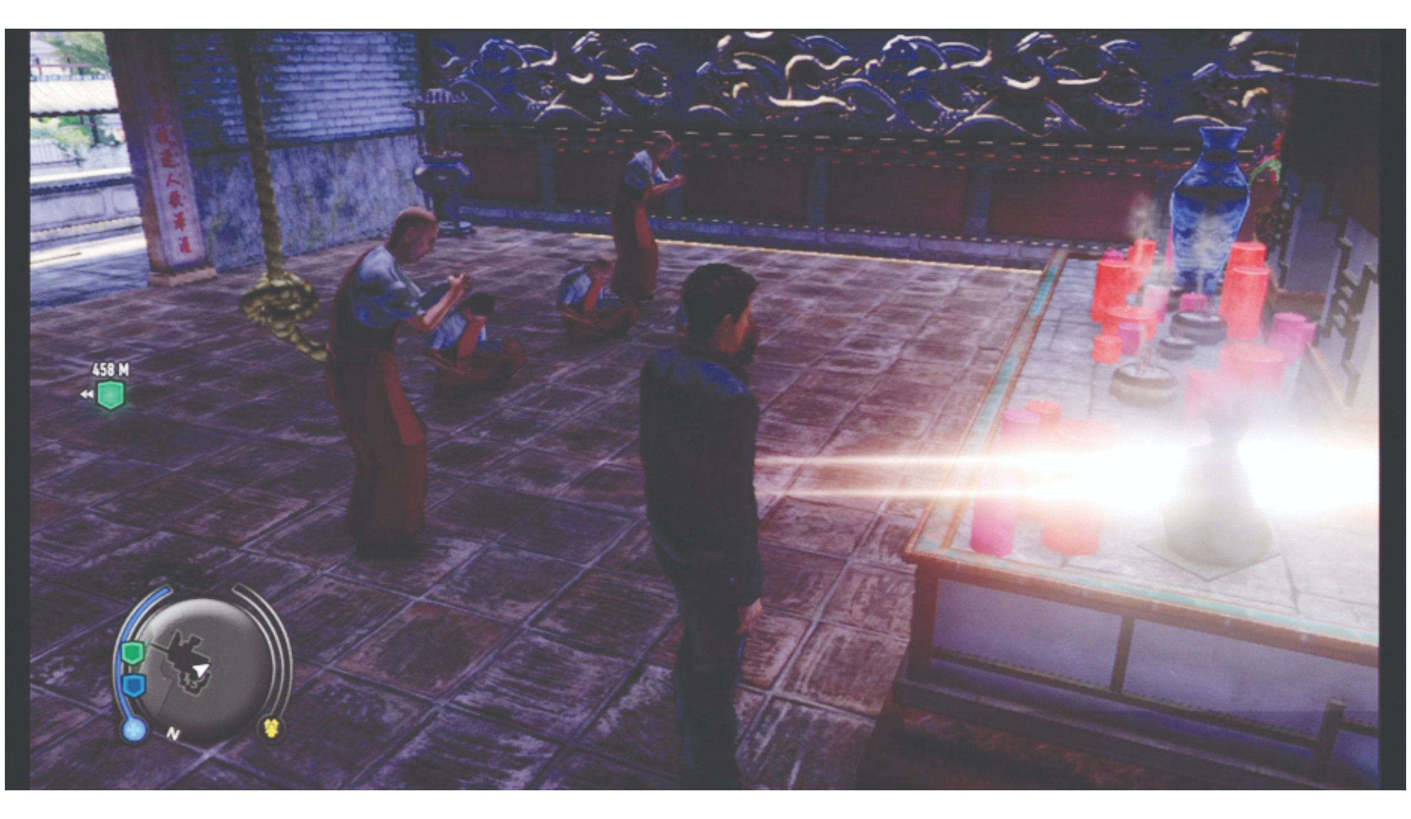
- Location: You can find this statue on the second floor of Club Bam Bam, sitting atop the bar counter near the manager's office. You will not have access to the second floor until you are directed by Winston to make an example out of the club's owner.

Jade Statue 3



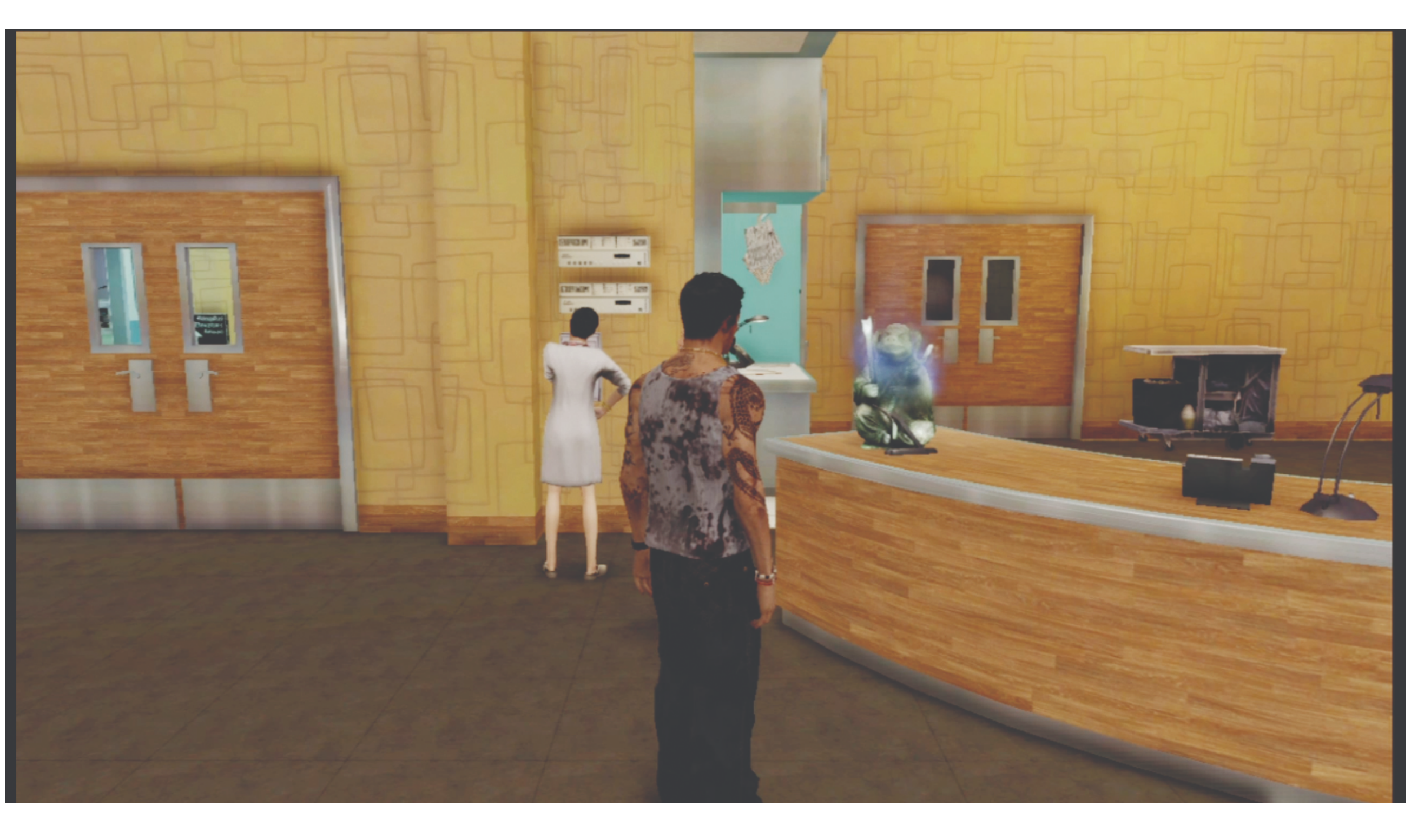
- Location: During the cutscene where Wei survives the Water Street Gang's accusations of him being a rat for the HKPD, you may notice a Jade Statue sitting on one of the kitchen counters. You're now able to return to the Golden Koi to pick up this statue.

Jade Statue 4



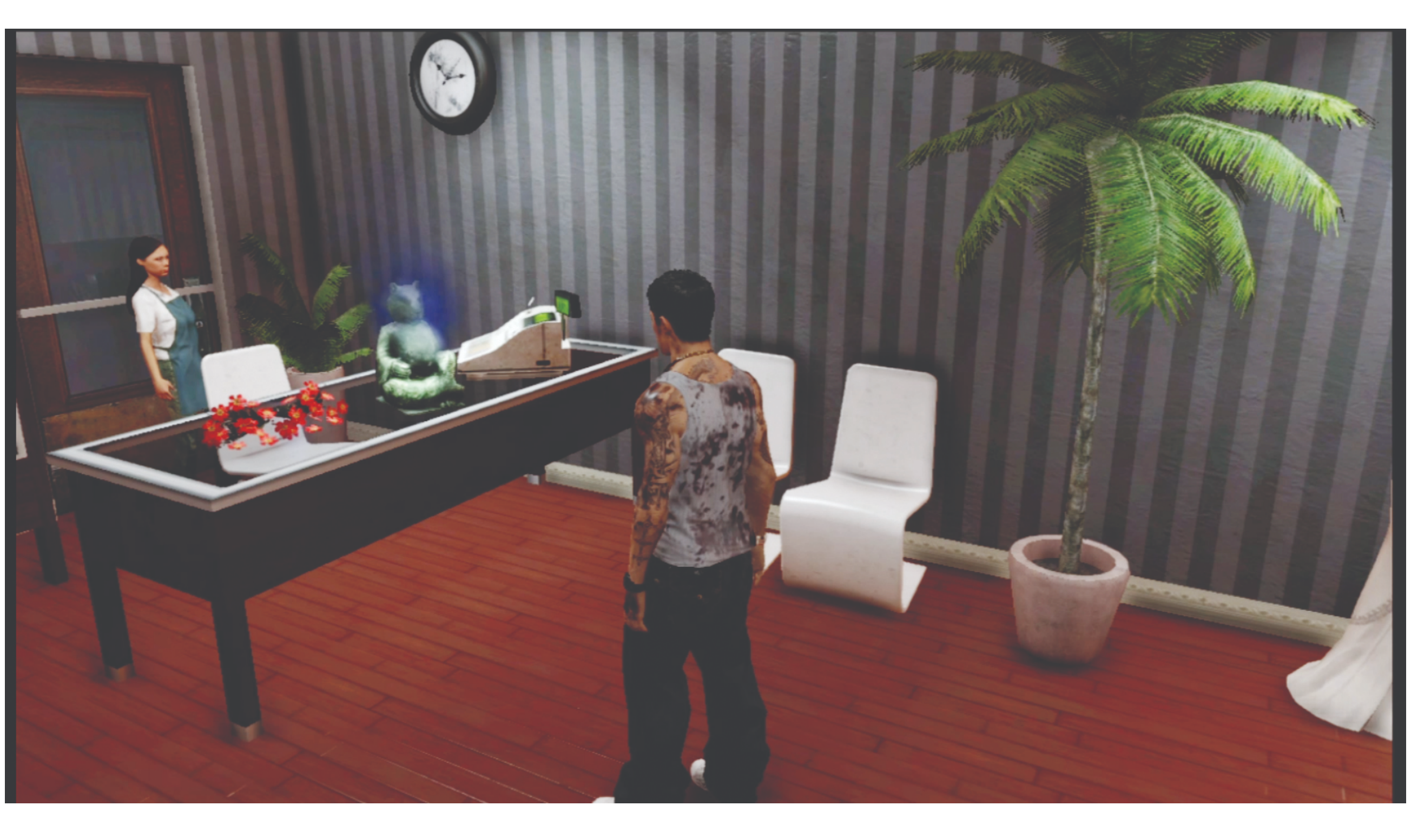
- Location: The Main Story mission "Bride to Be" directs you to the temple in North Point, but you can essentially enter the temple grounds at any time during the game once you complete the "Tiffany's Song" Favor and gain the ability to pinpoint all statues on the in-game map. You are able to find the Jade Statue sitting inside the main temple building atop the central altar.

Jade Statue 5



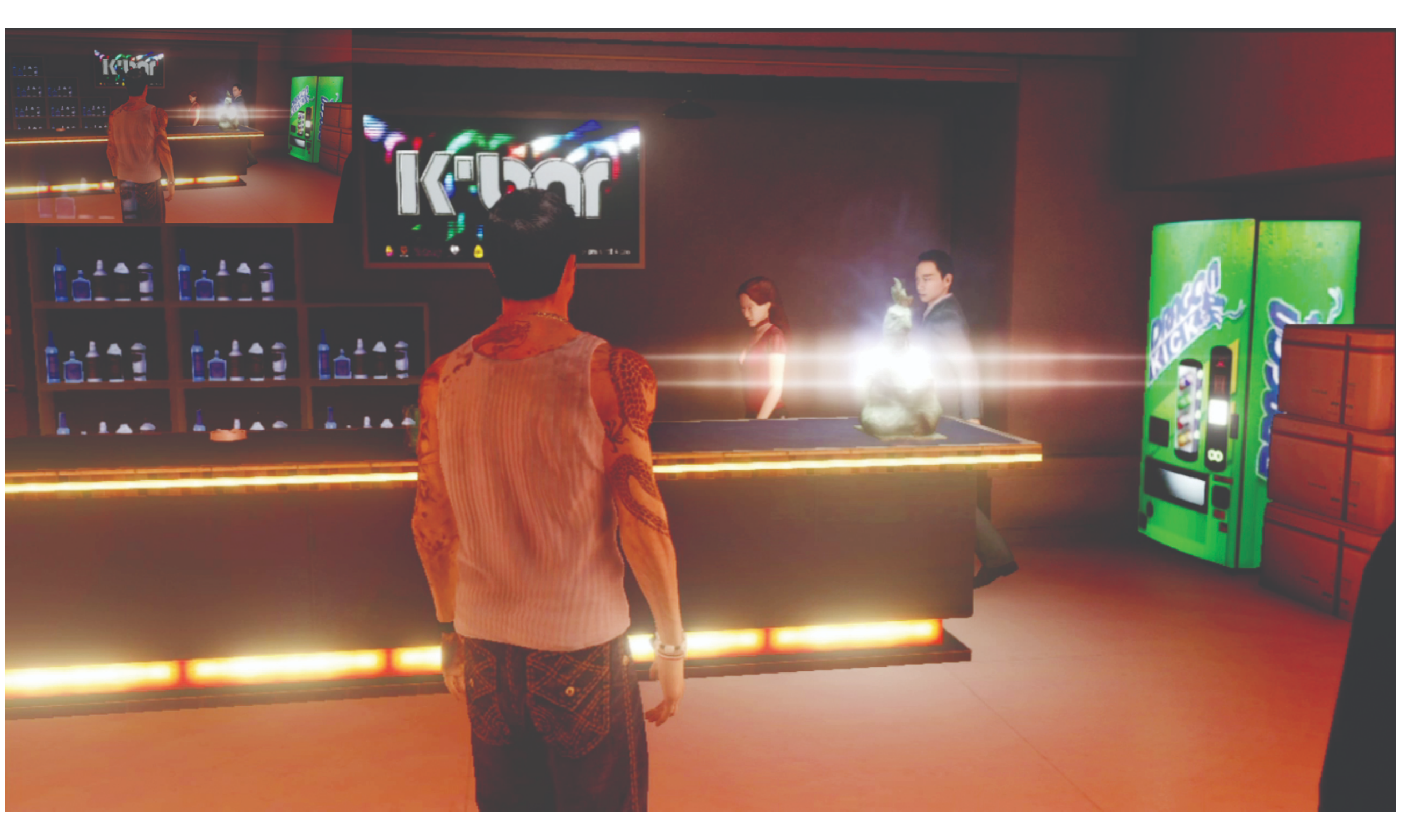
- Location: The waiting area to the hospital in Central is open at all hours, meaning you are able to walk in any time to take the Jade Statue off of the reception desk.

Jade Statue 6



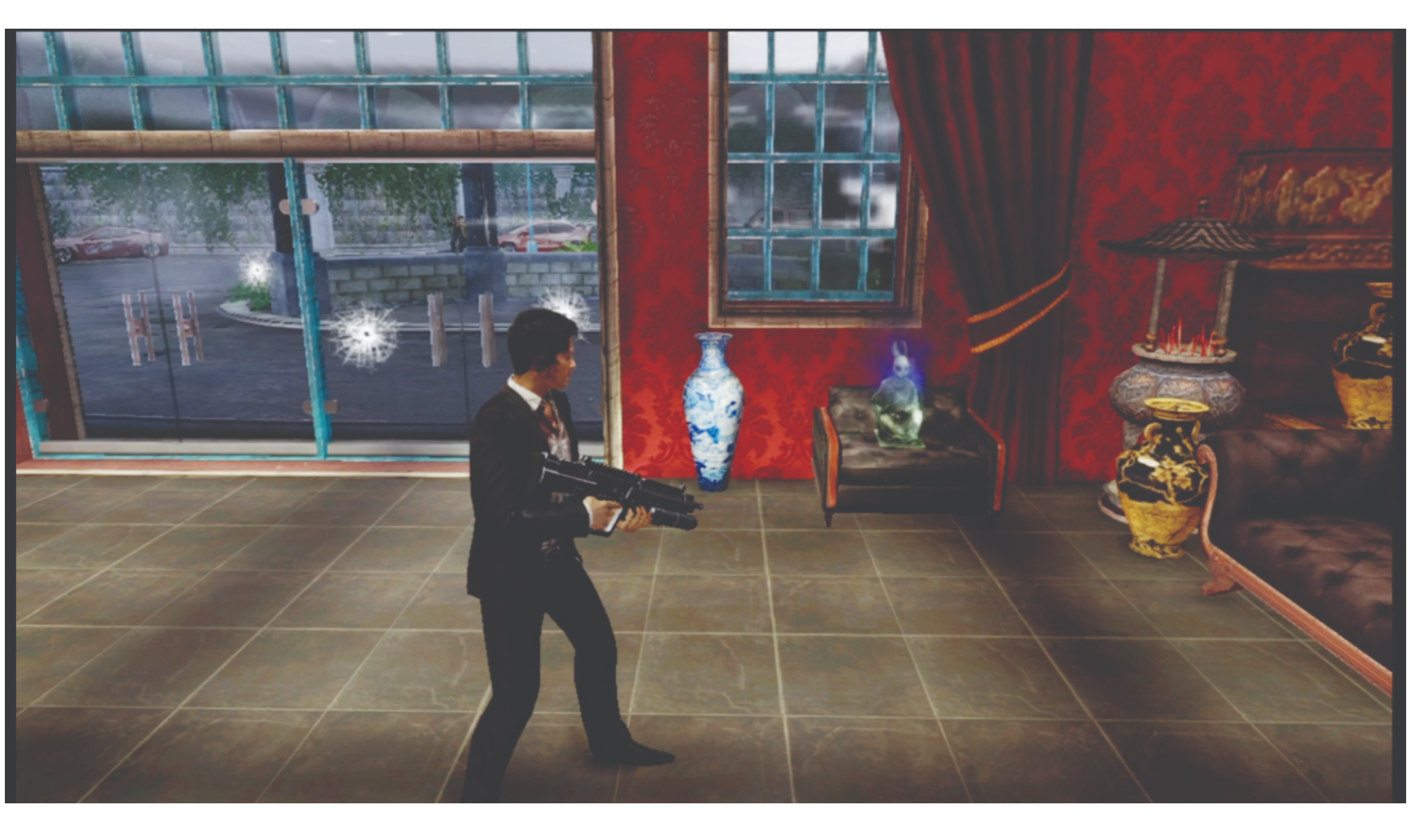
- Location: This statue can be found in the same Bridal Shop you drive Peggy to during the Main Story mission "Bride to Be".

Jade Statue 7



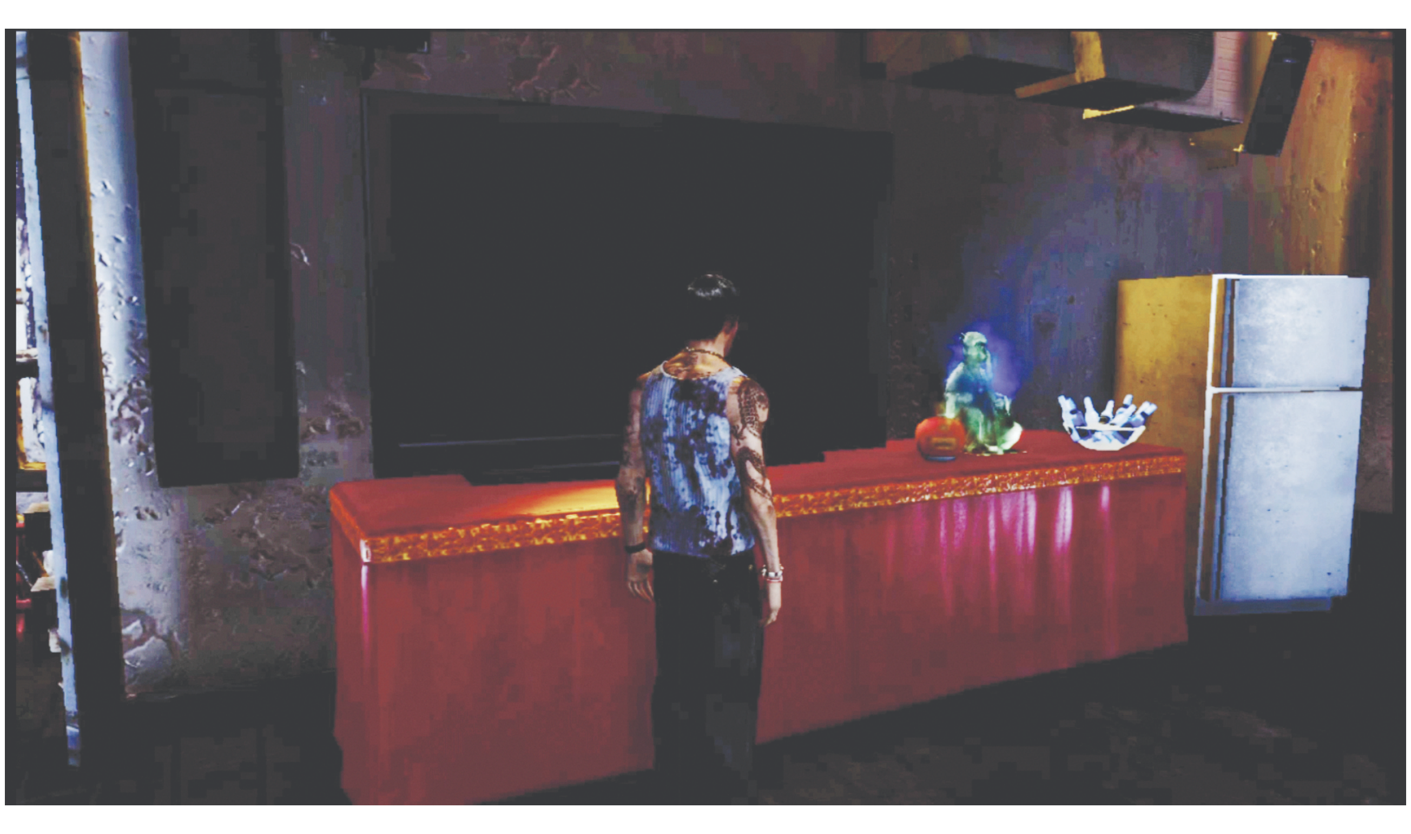
- Location: The actual bar at the K-Bar in Soho has one of the Jade Statues sitting prominently on top of it.

Jade Statue 8



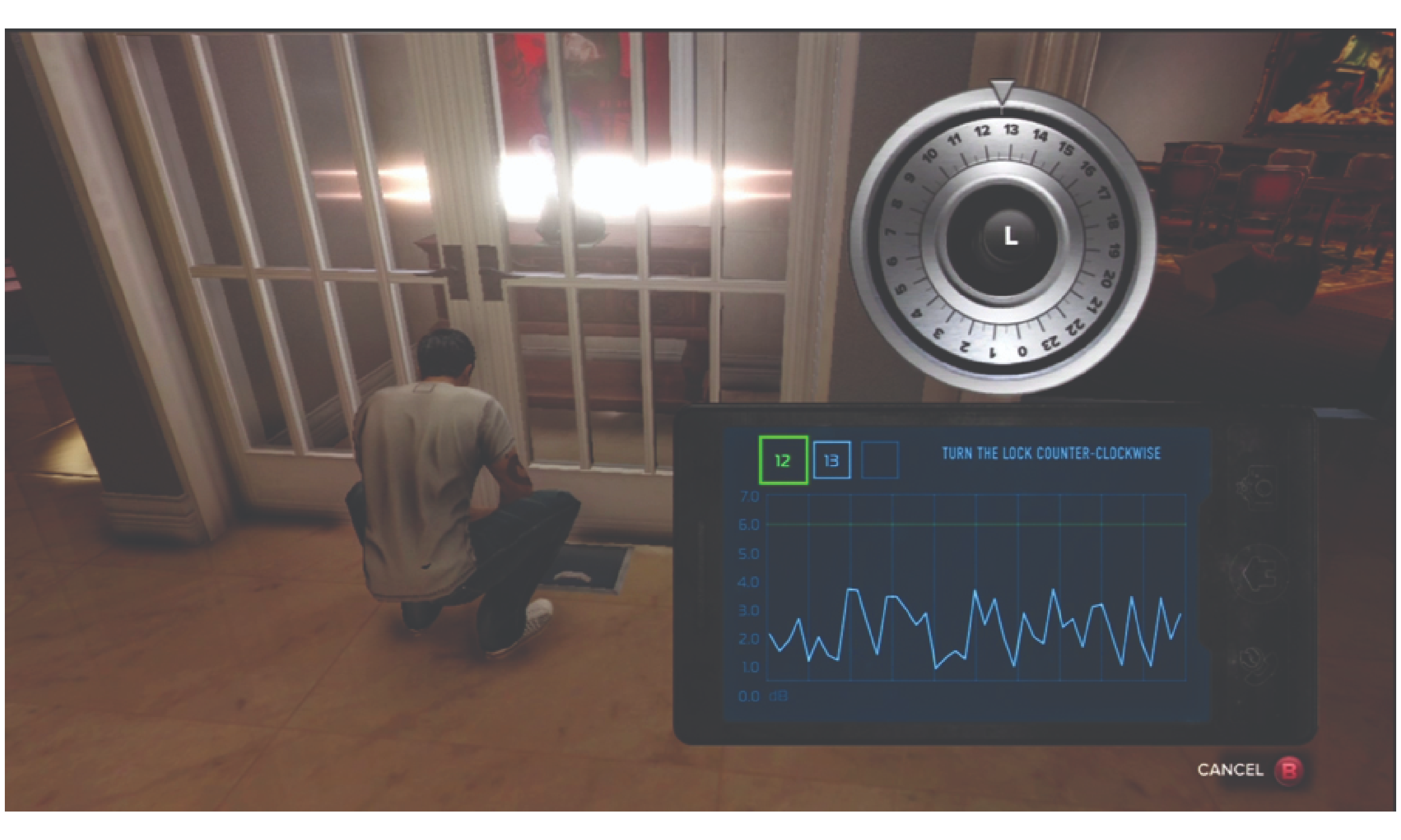
- Location: The main hall leading into the greater cemetery near Kennedy Town has a Jade Statue sitting on one of the seats in the viewing area entrance.

Jade Statue 9



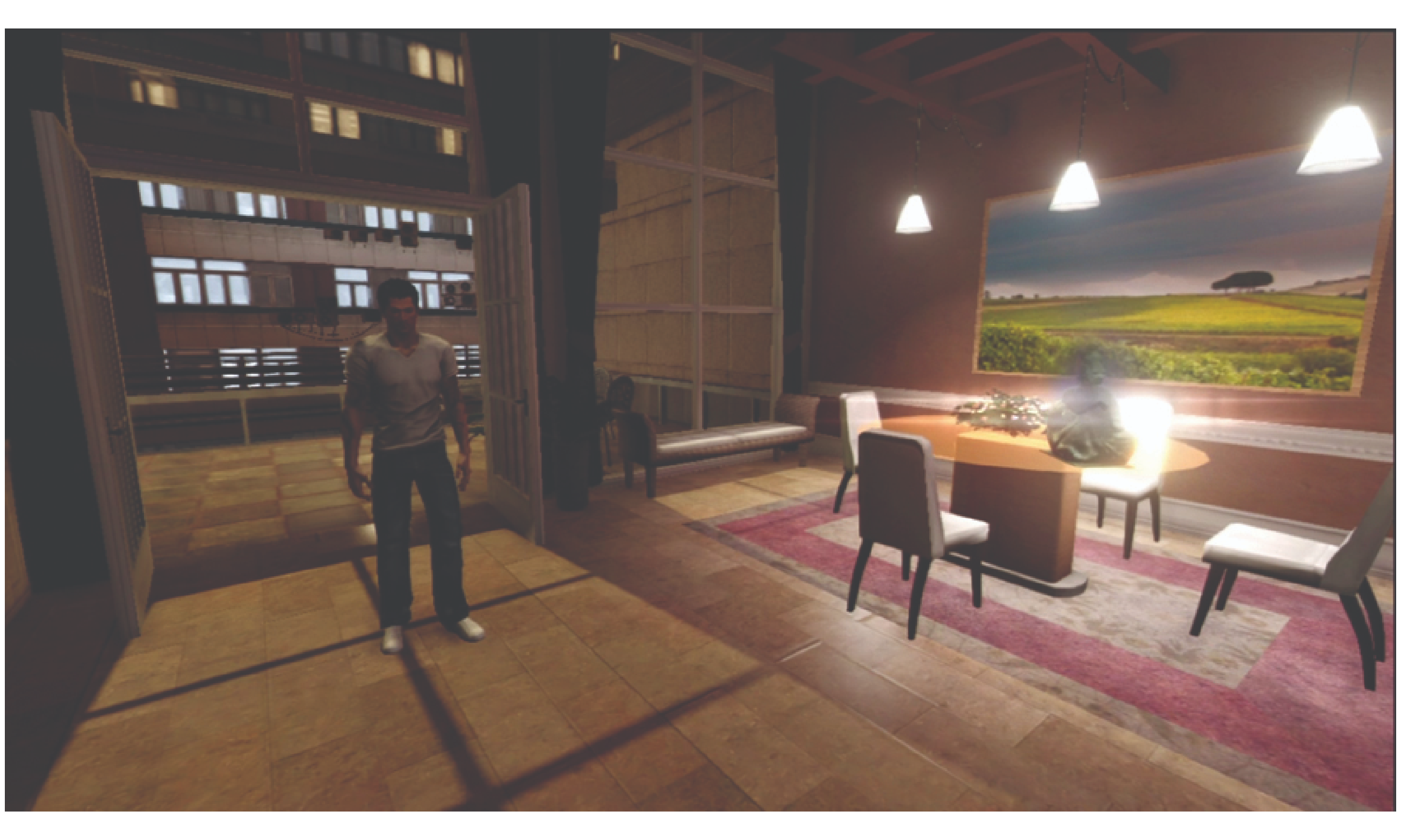
- Location: Once you gain access to the gambling den floating off of the northern coast of Central, you can pick up the Jade Statue inside. You'll have to do the "Riffraff Disposal" Favor for the doorman first, which will not become available until after the "Bride to Be" Main Story mission.

Jade Statue 10



- Location: This Jade Statue is a mandatory acquisition, part of accomplishing the "Bad Luck" Main Story mission in the third act. It's locked up in a special display case inside Two Chin Tsao's mansion.

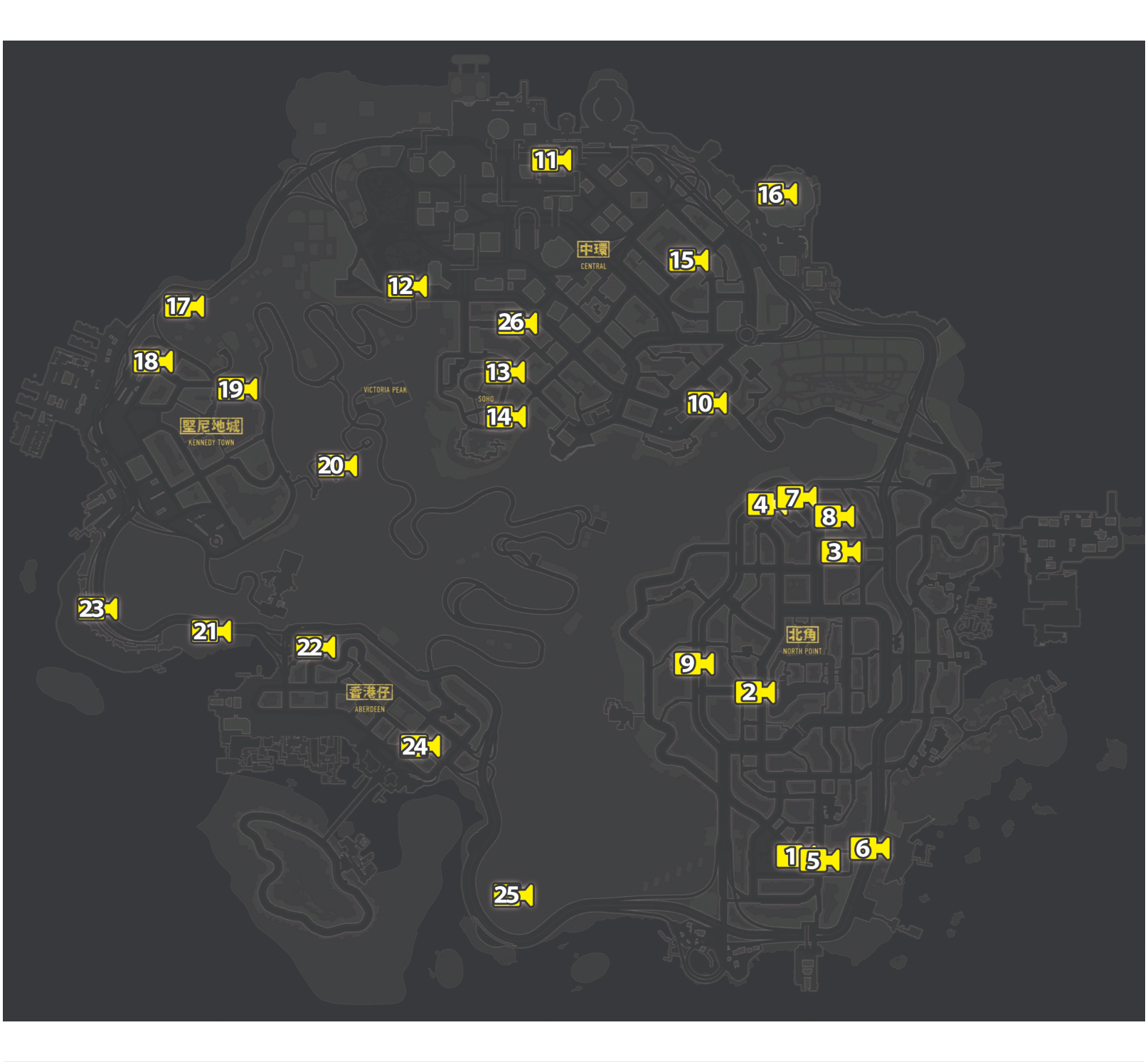
Jade Statue 11



- Location: The last of the statues can be found inside Vivienne Wu's apartment on a table in the dining room. You'll be coming here as part of the "Conflicted Loyalties" Main Story mission.

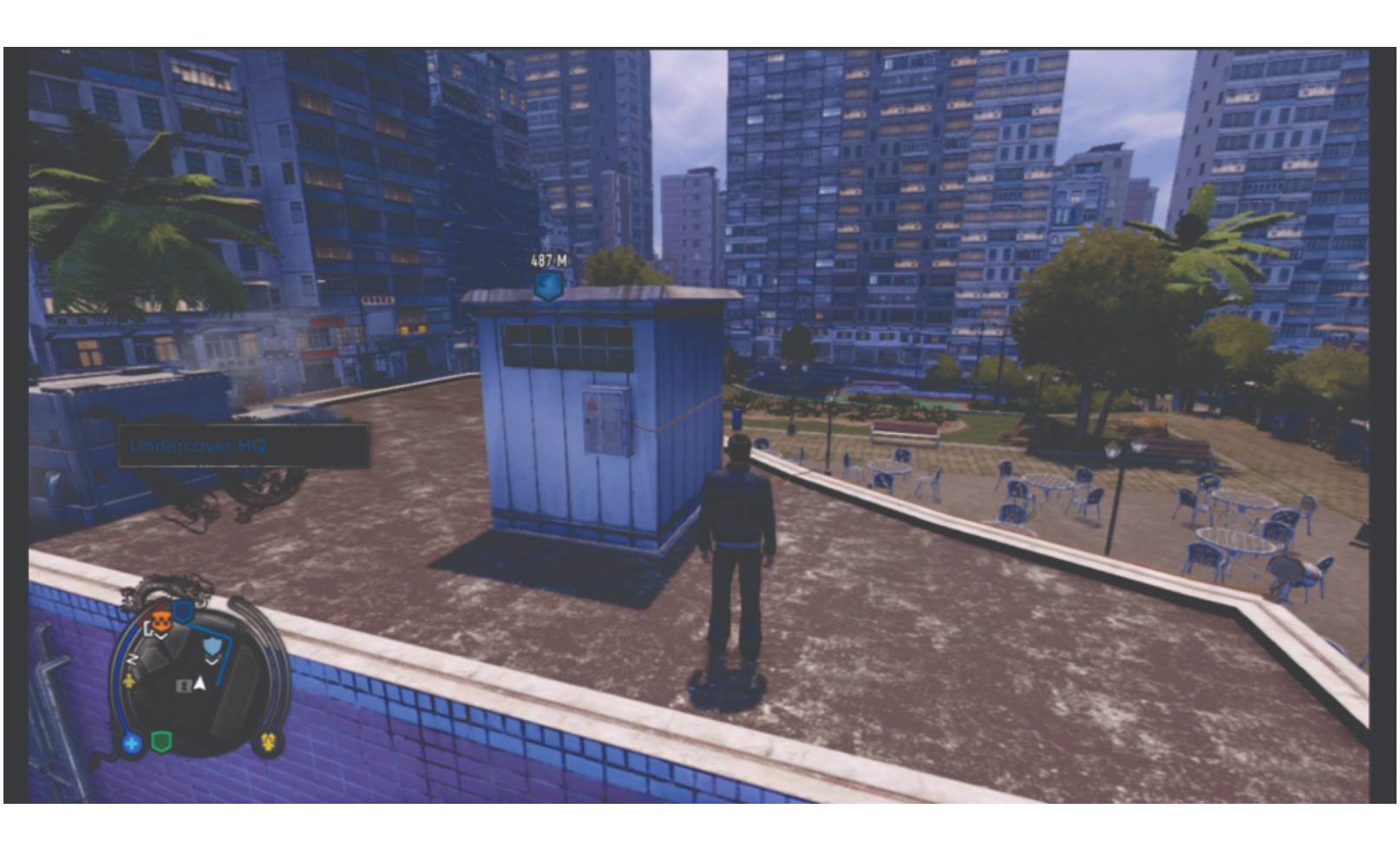
Collectibles

Spy Cameras

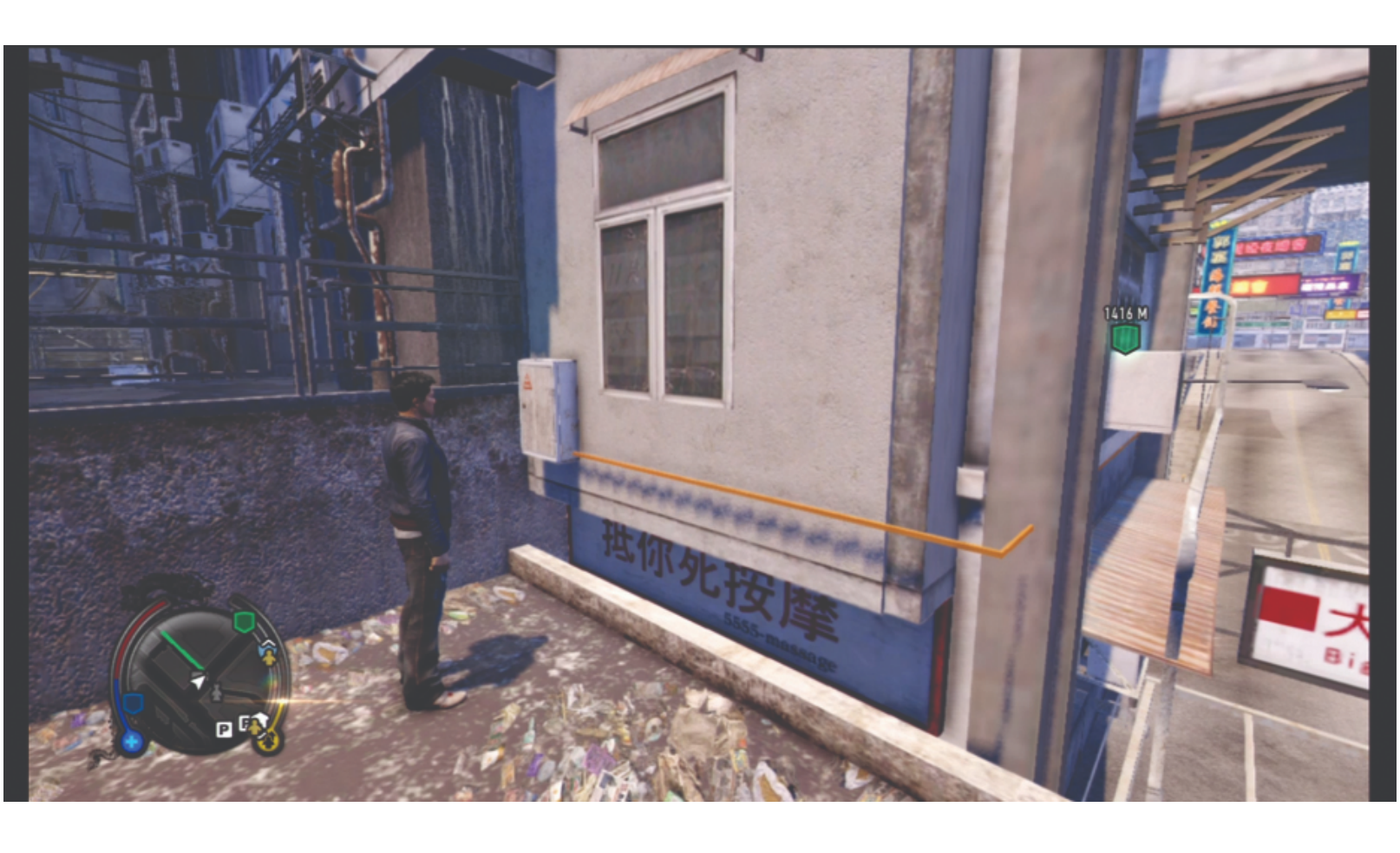

11
16
中環
CENTRAL
15
12
17
26
18
19
13
VICTORIA PEAK
SOHO
10
14
堅尼地城
KENNEDY TOWN
20
4
7
8
3
23
21
22
北角
NORTH POINT
9
香港仔
ABERDEEN
2
24
1
5
6
25

Click here for interactive maps

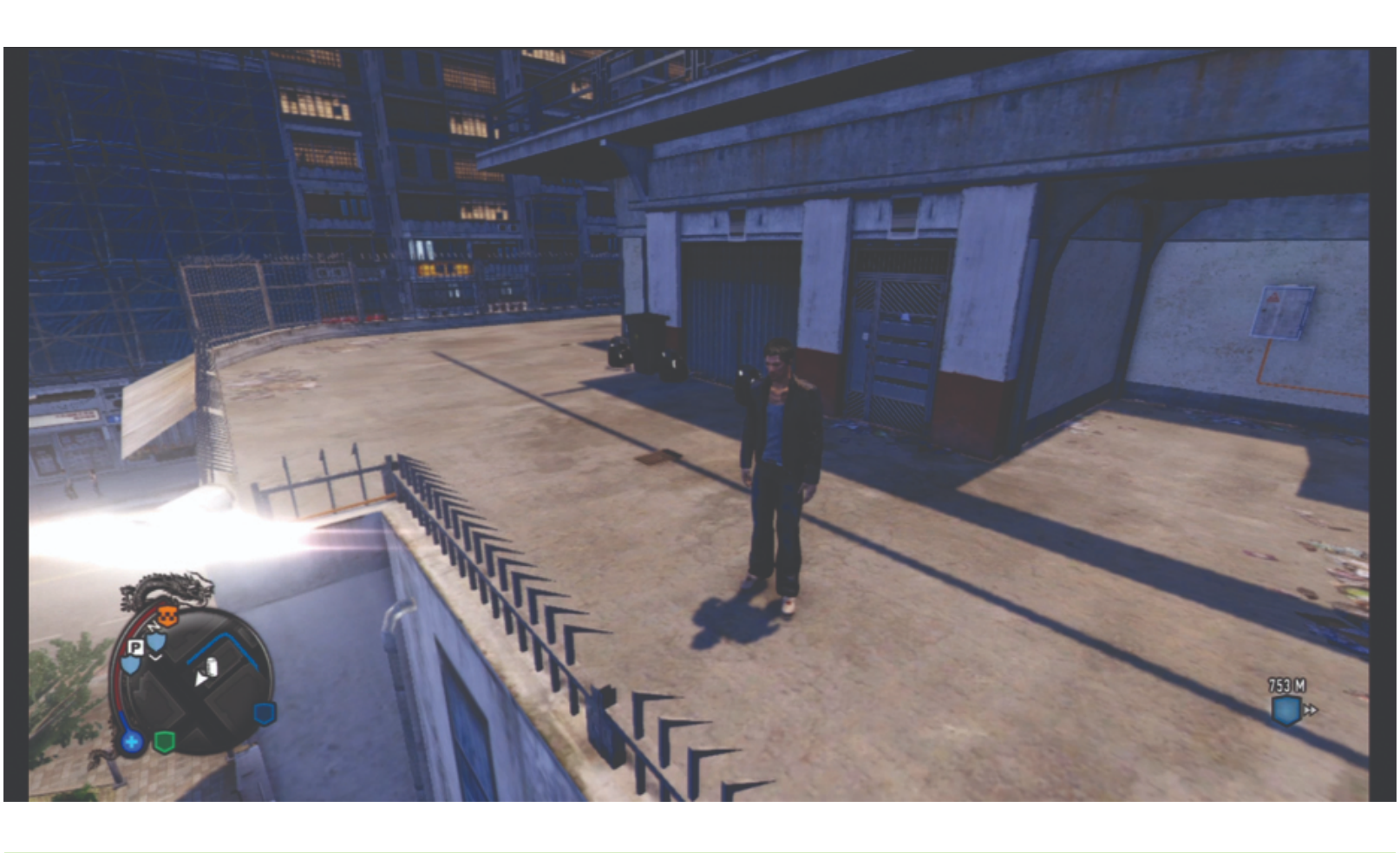
Spy Camera 1



Spy Camera 2



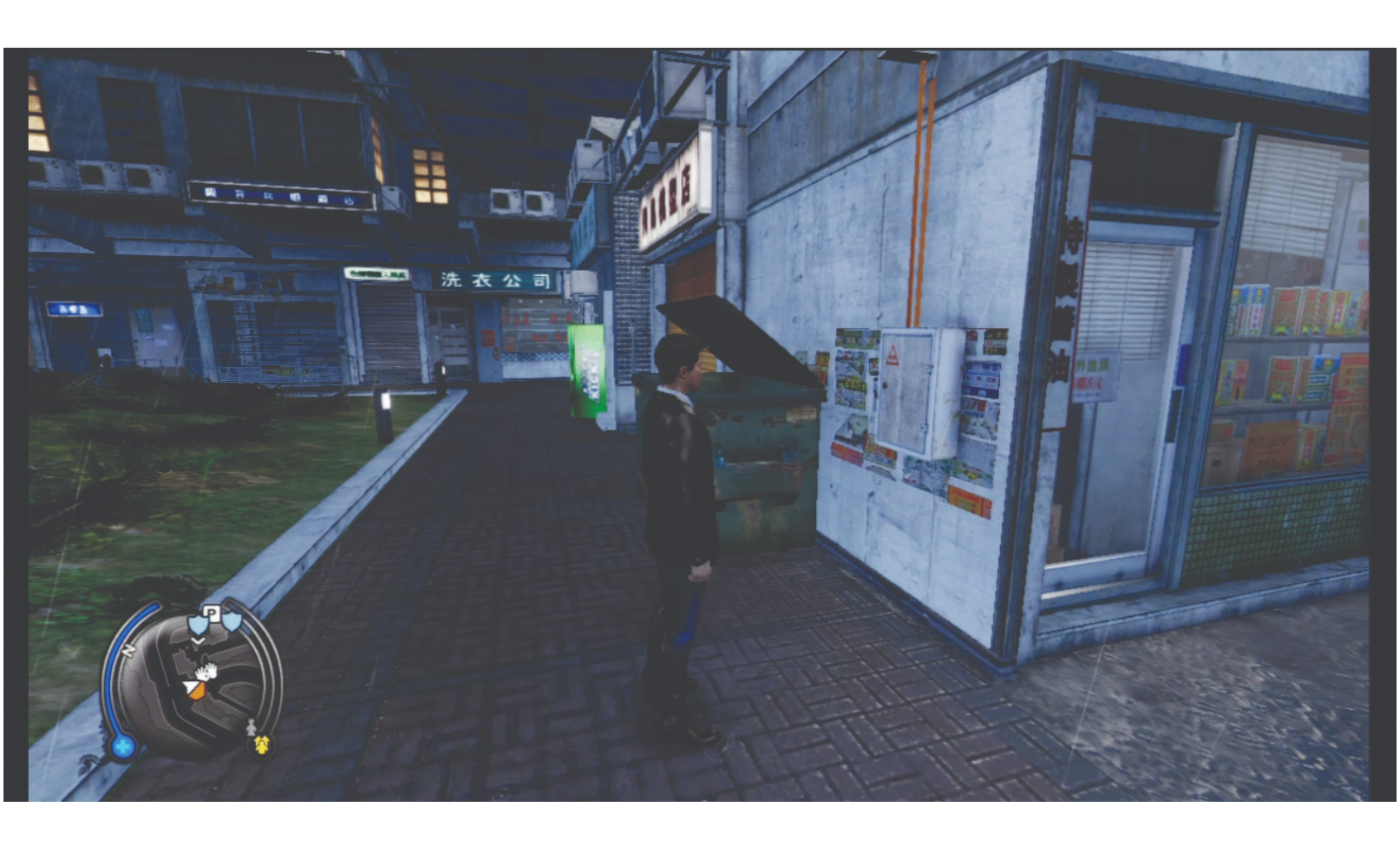
Spy Camera 3



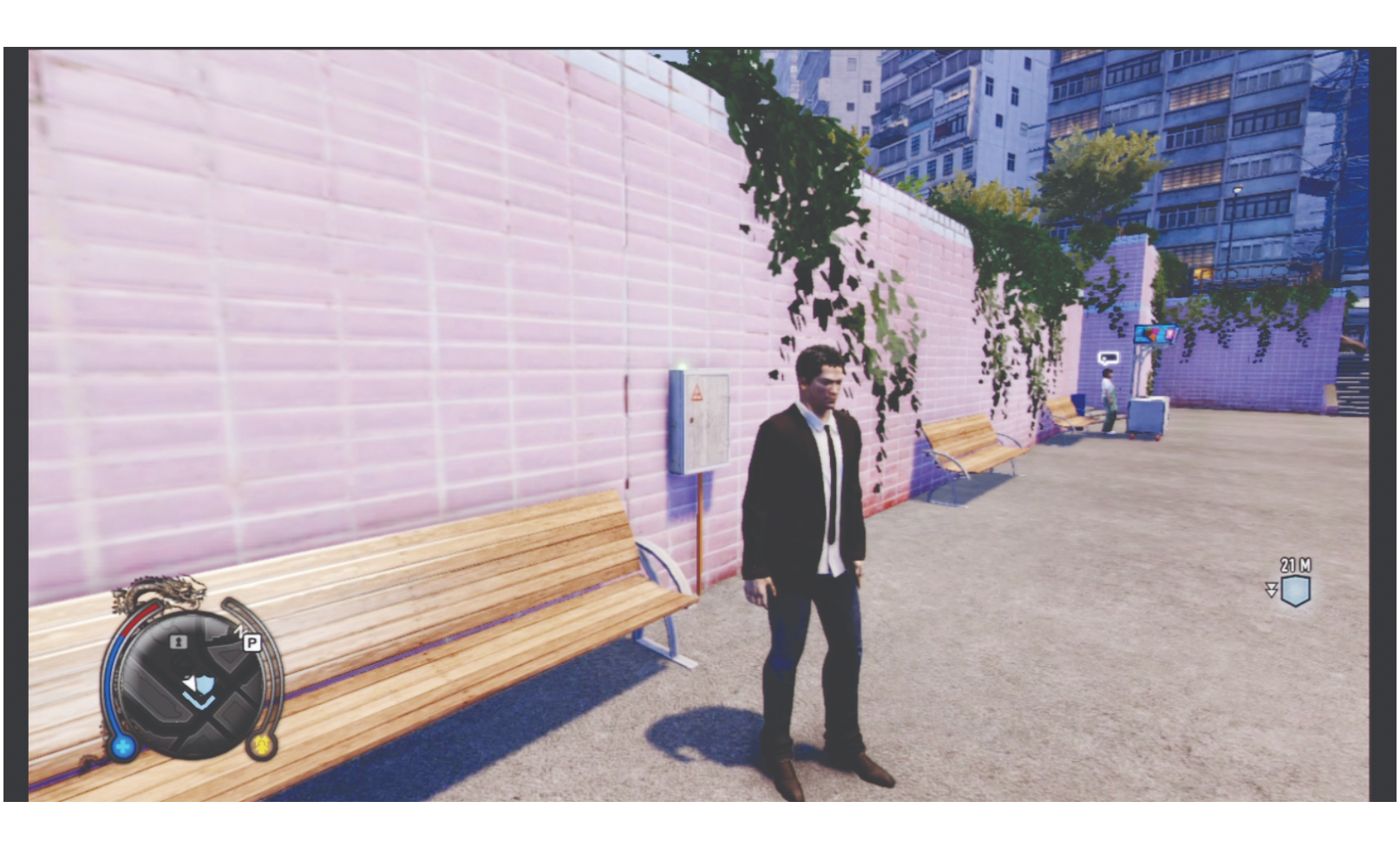
Tip

This camera requires you to climb some construction scaffolding up the side of a building near Popstar's old haunts. Use your parkour skills to make your way to it.

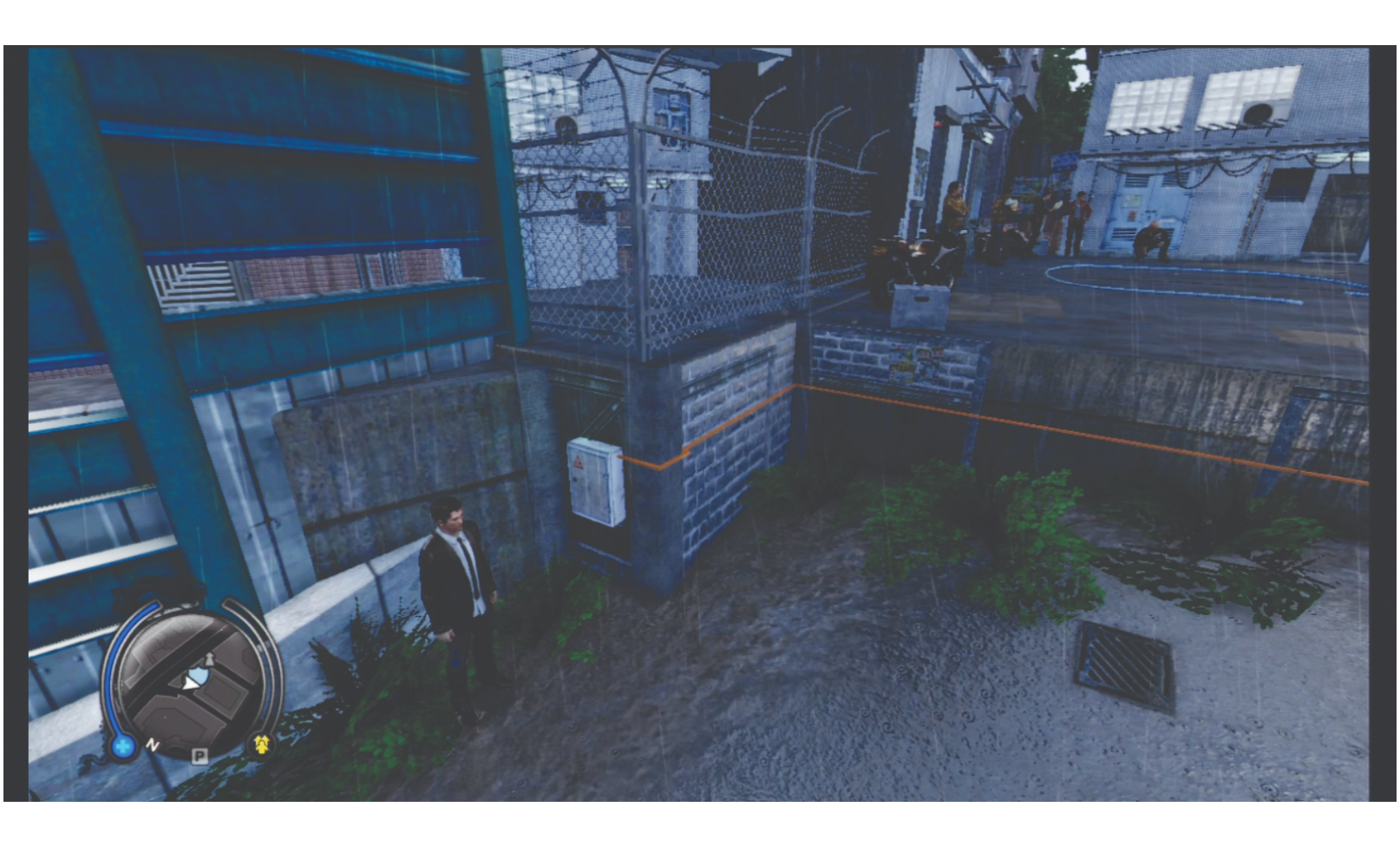
Spy Camera 4



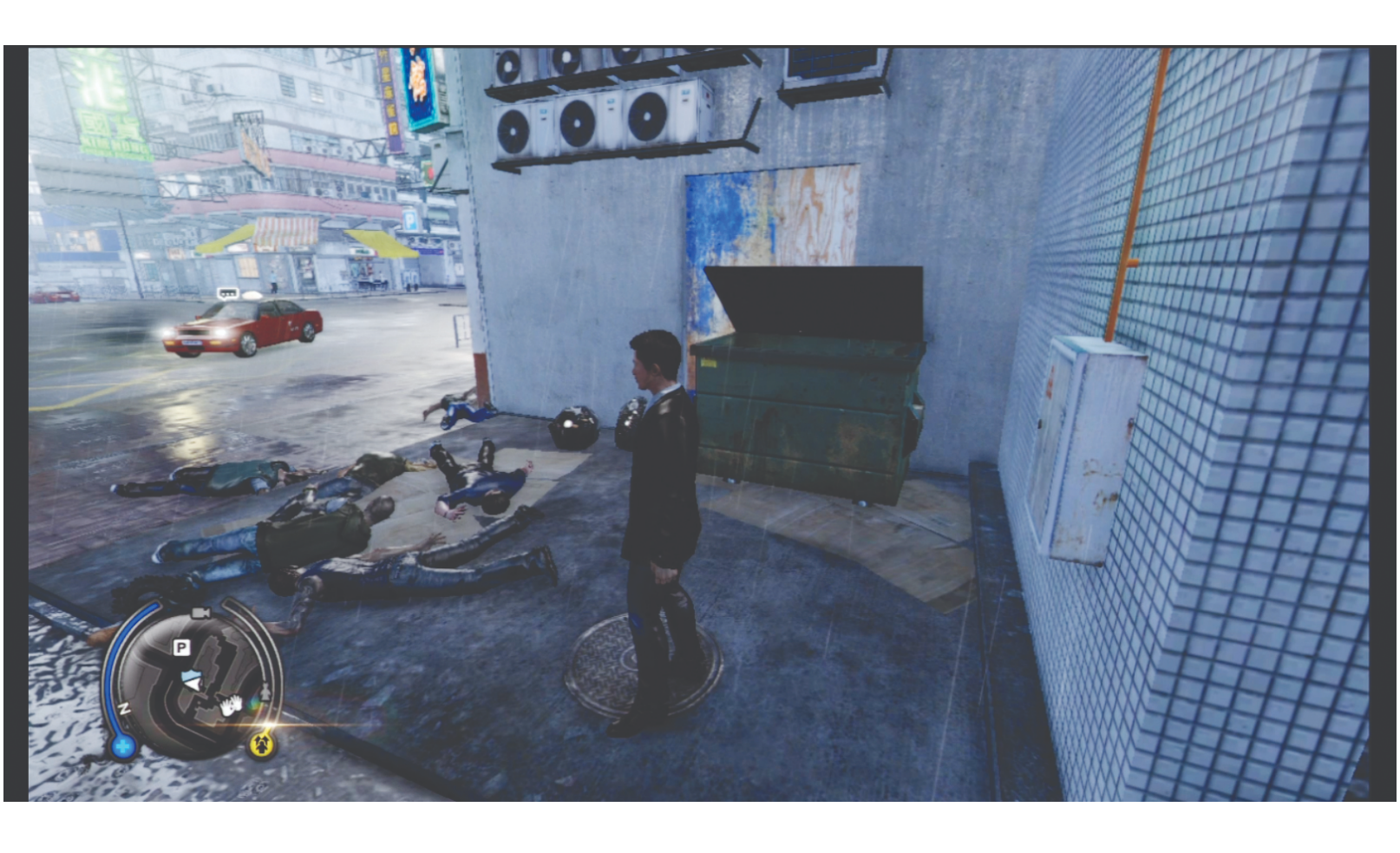
Spy Camera 5



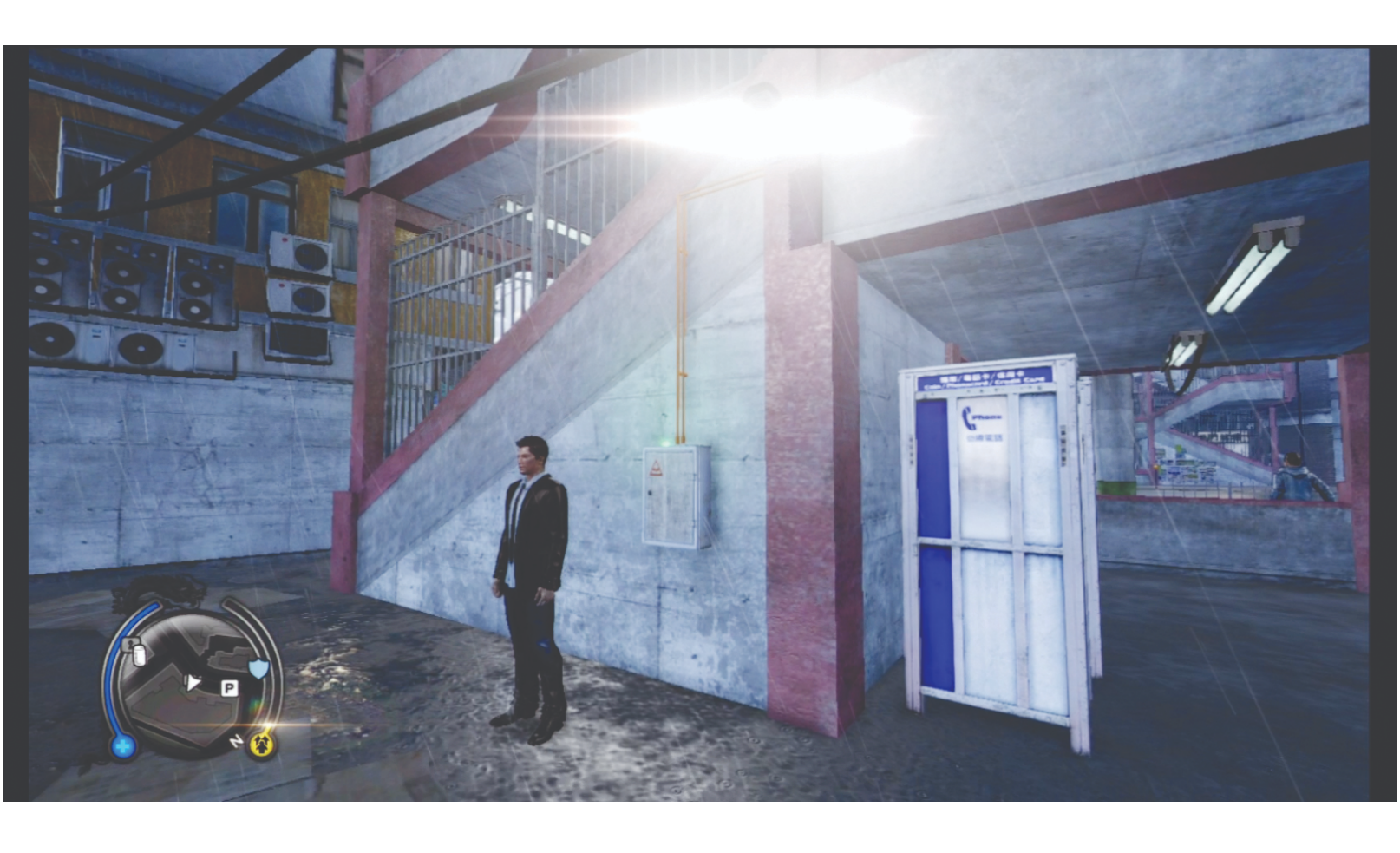
Spy Camera 6



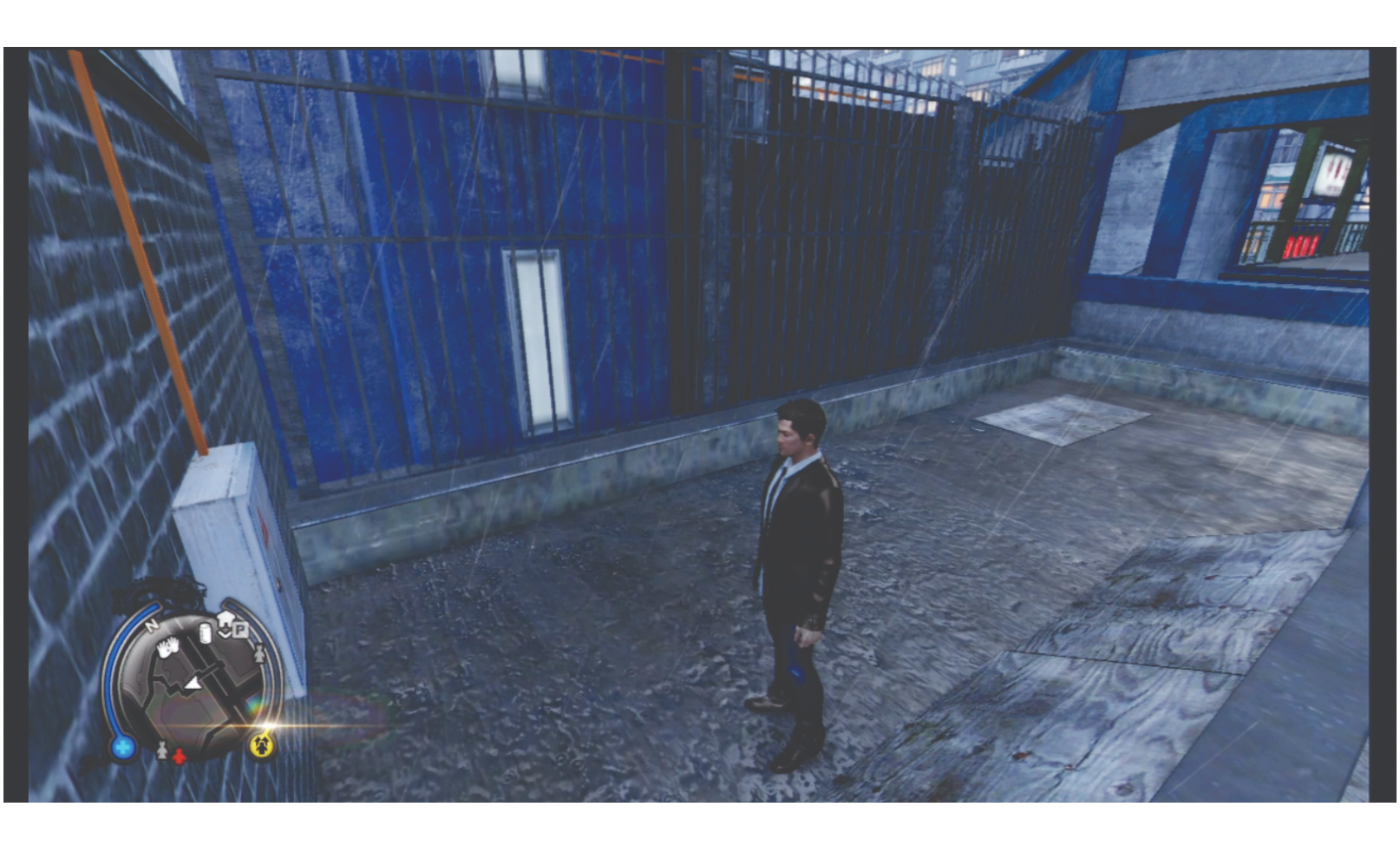
Spy Camera 7



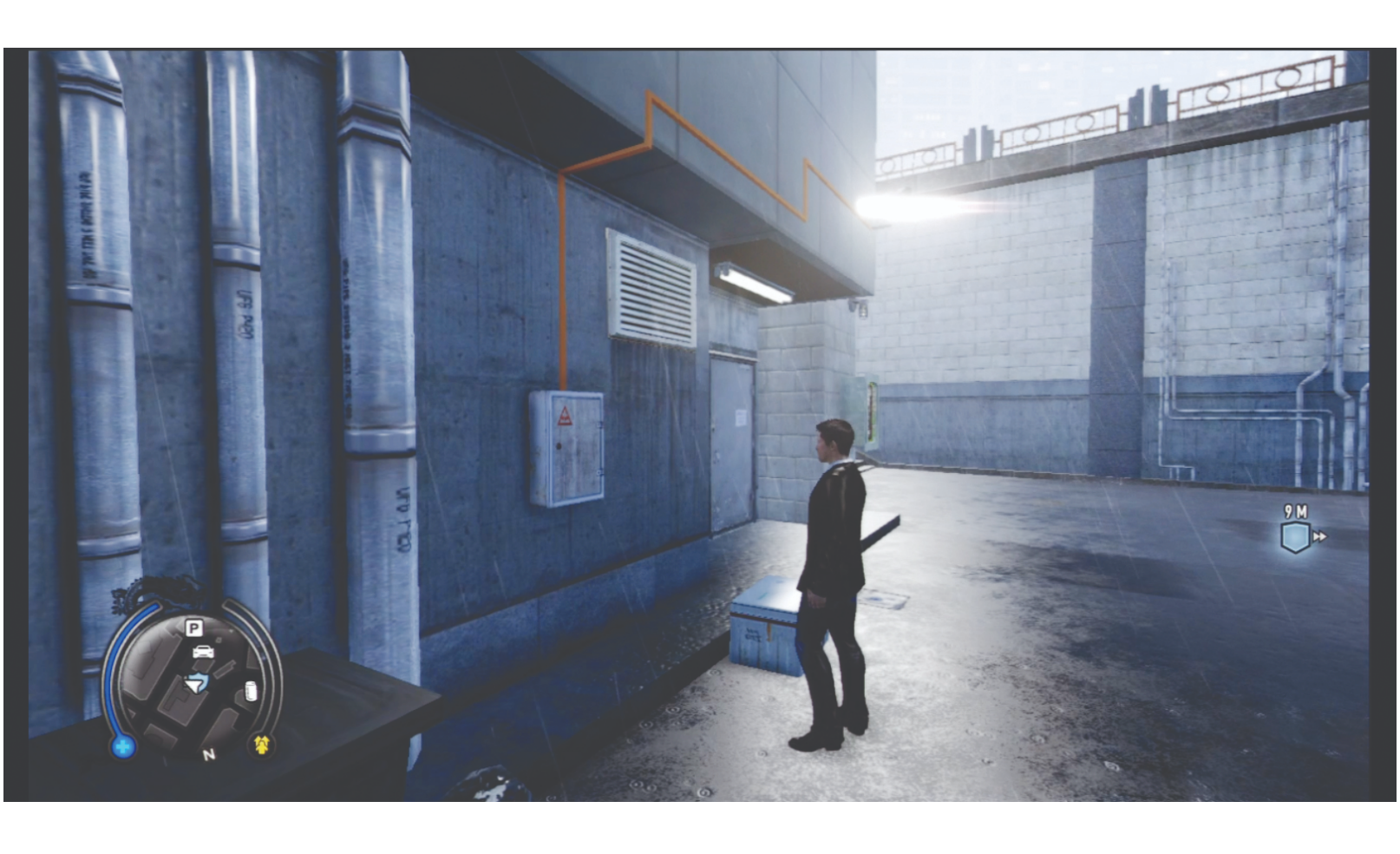
Spy Camera 8



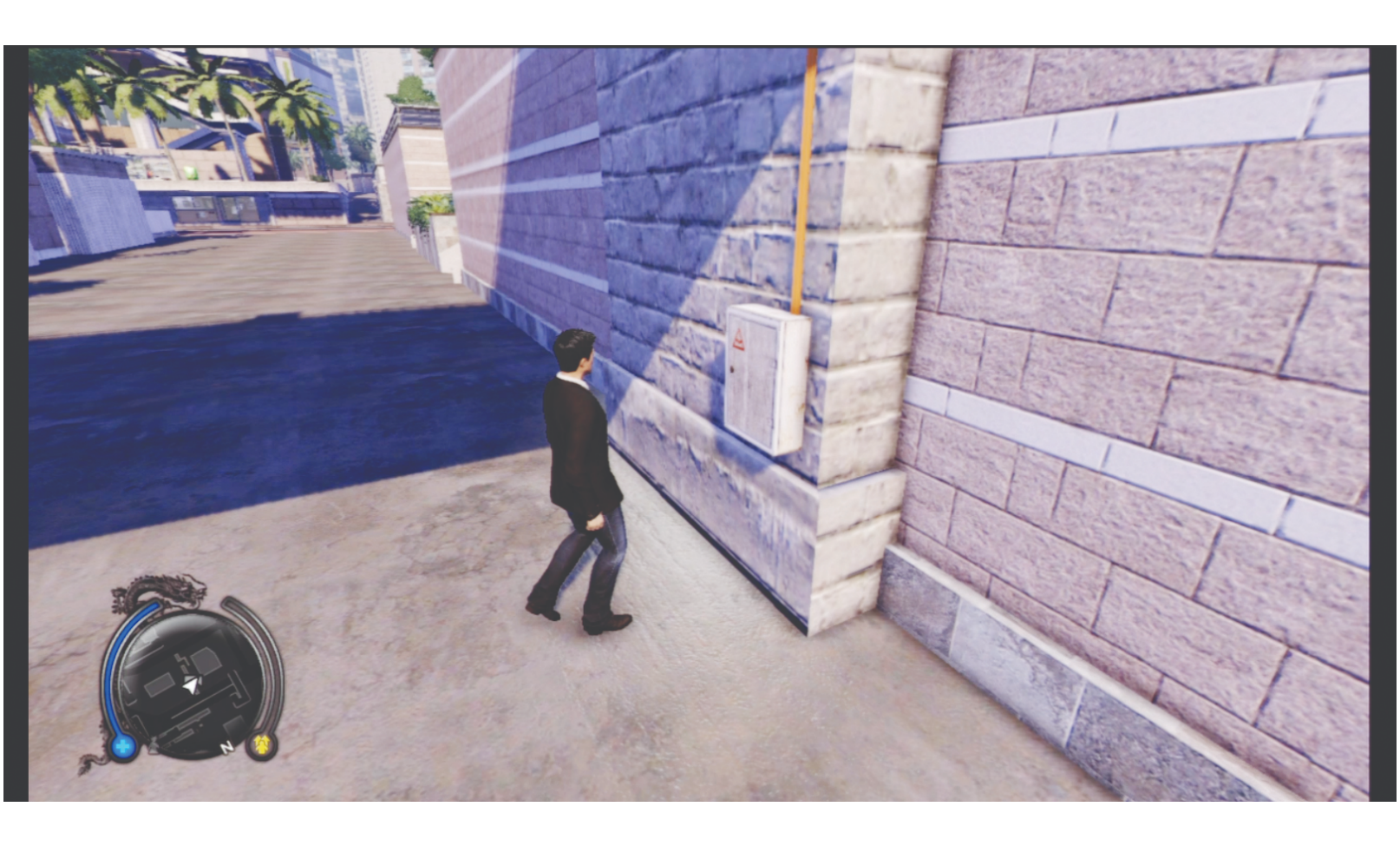
Spy Camera 9



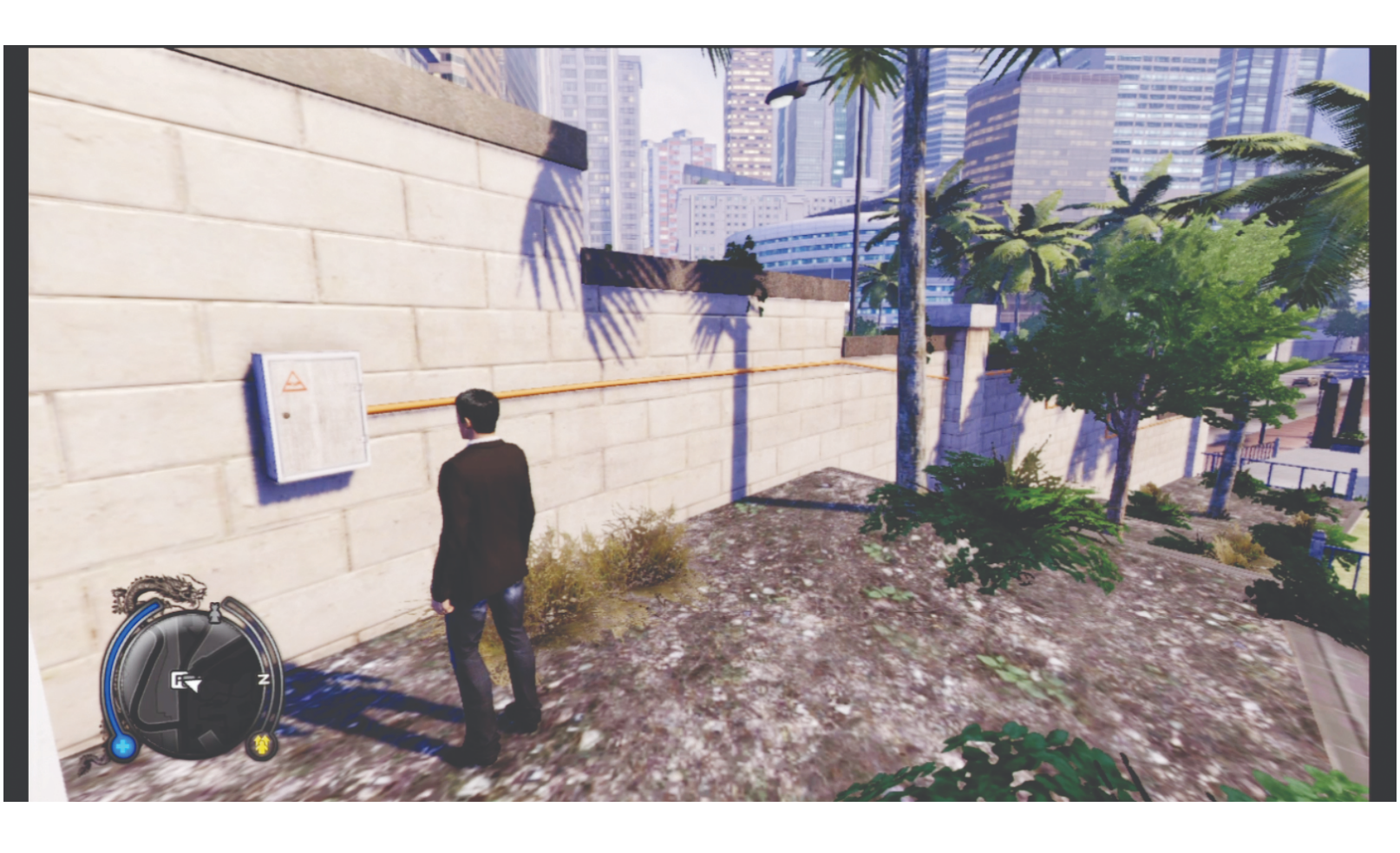
Spy Camera 10



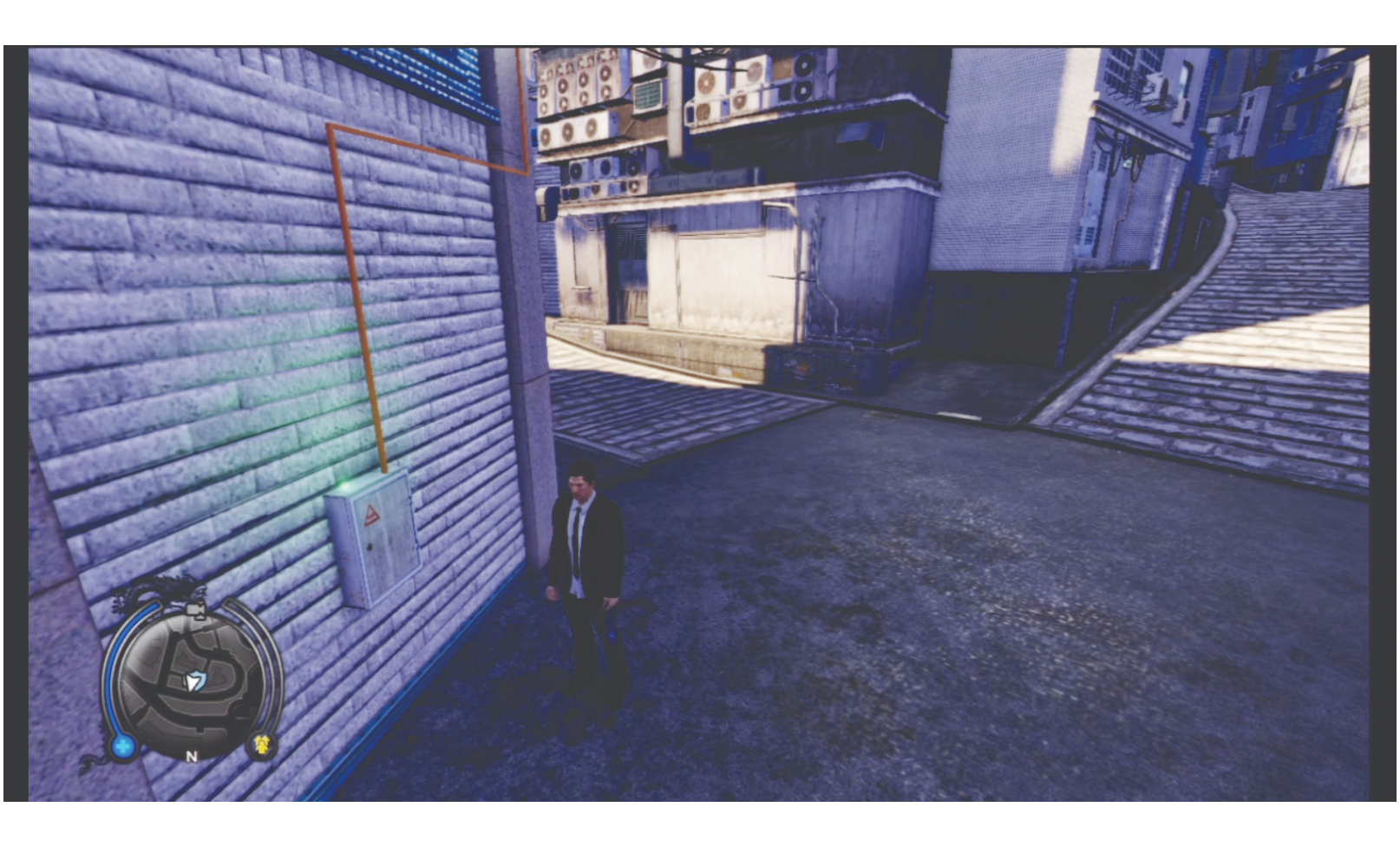
Spy Camera 11



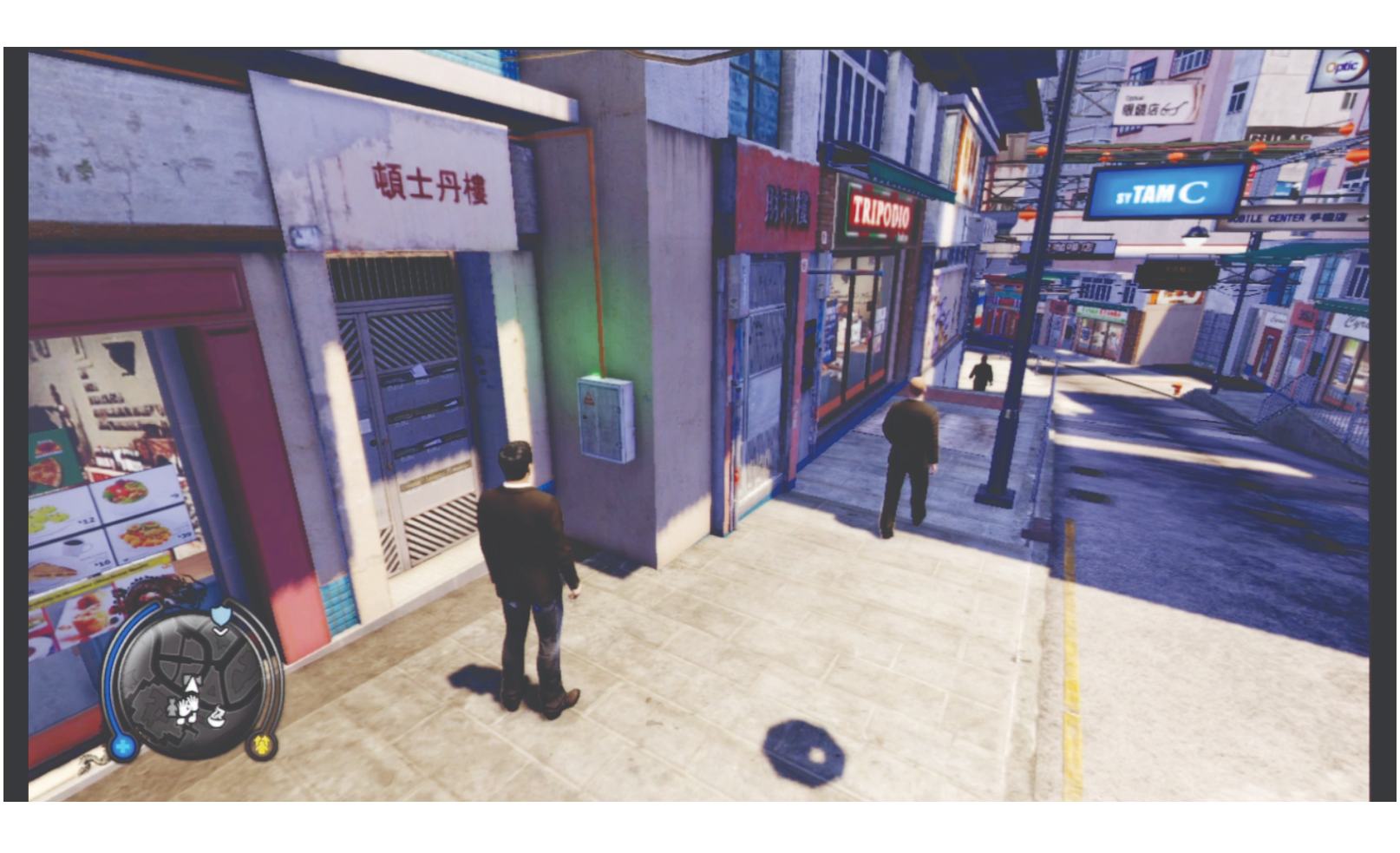
Spy Camera 12



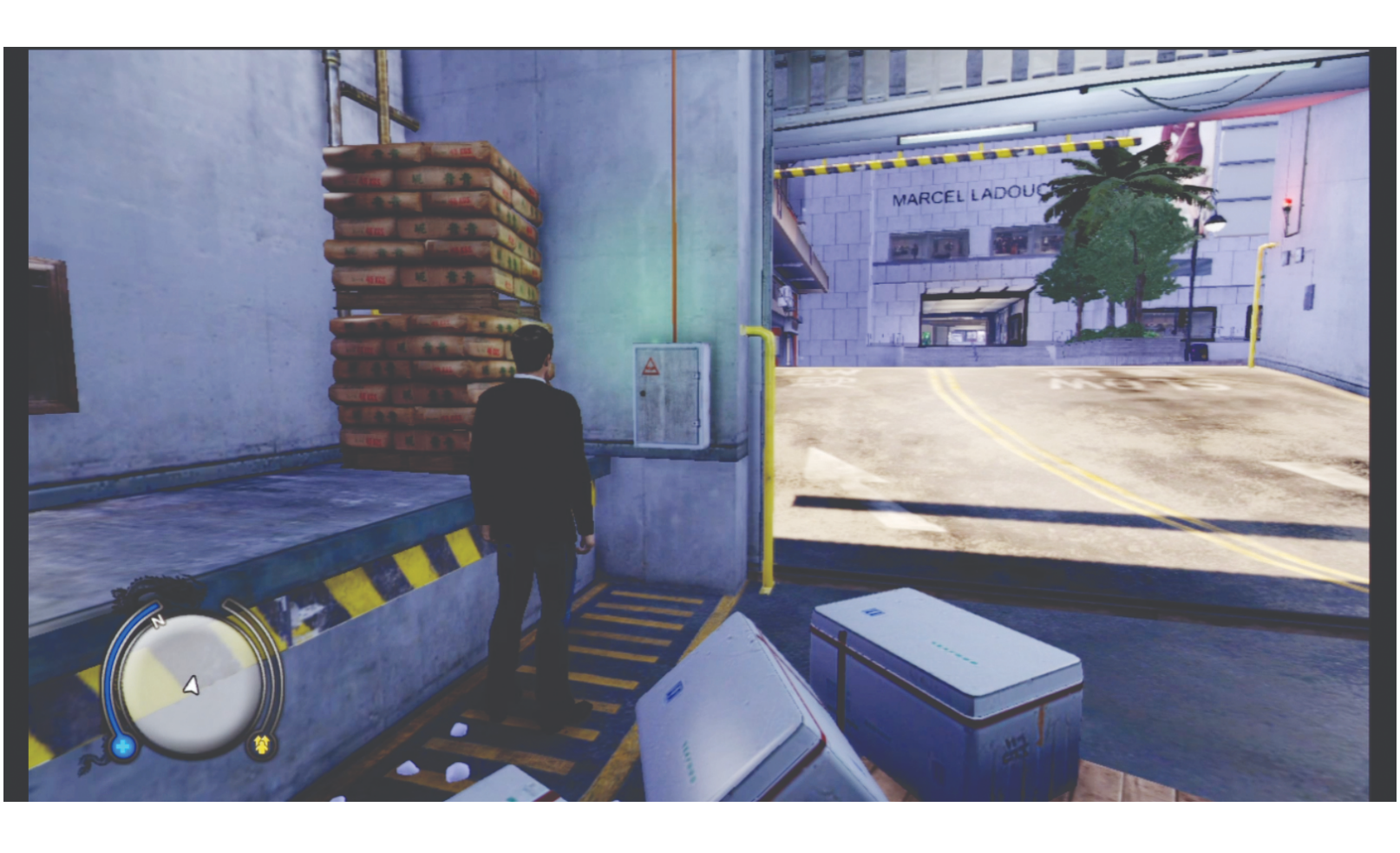
Spy Camera 13



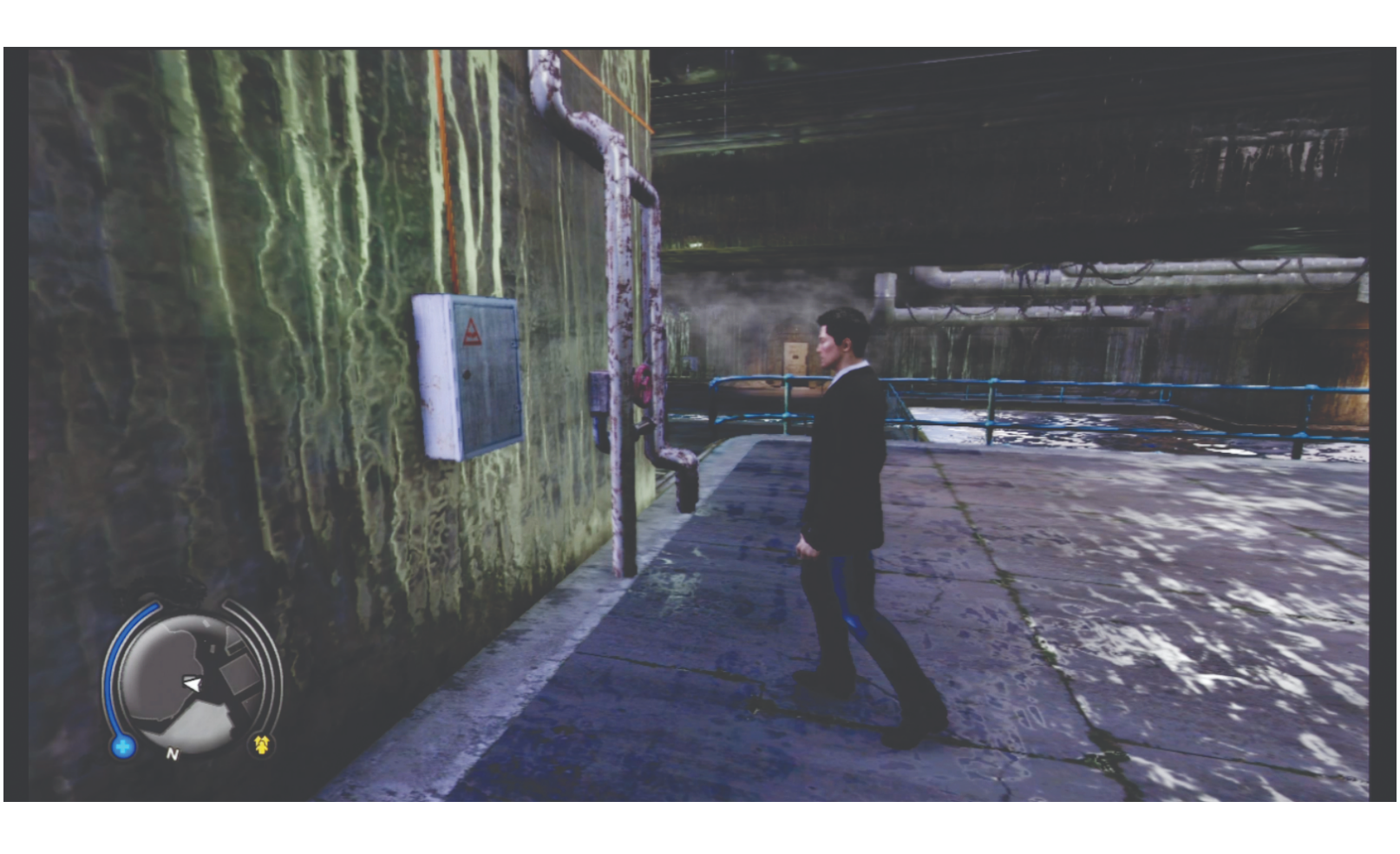
Spy Camera 14



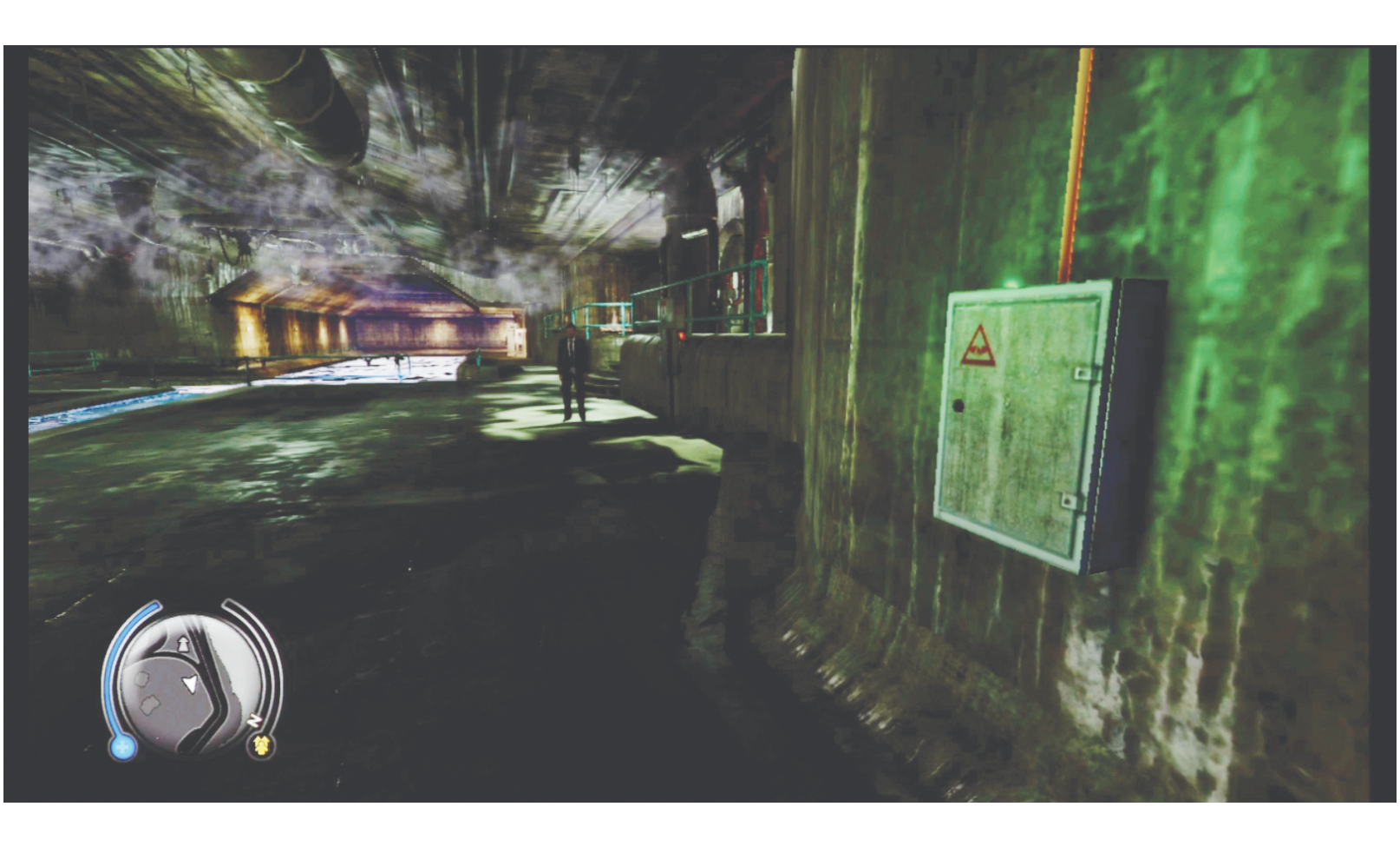
Spy Camera 15



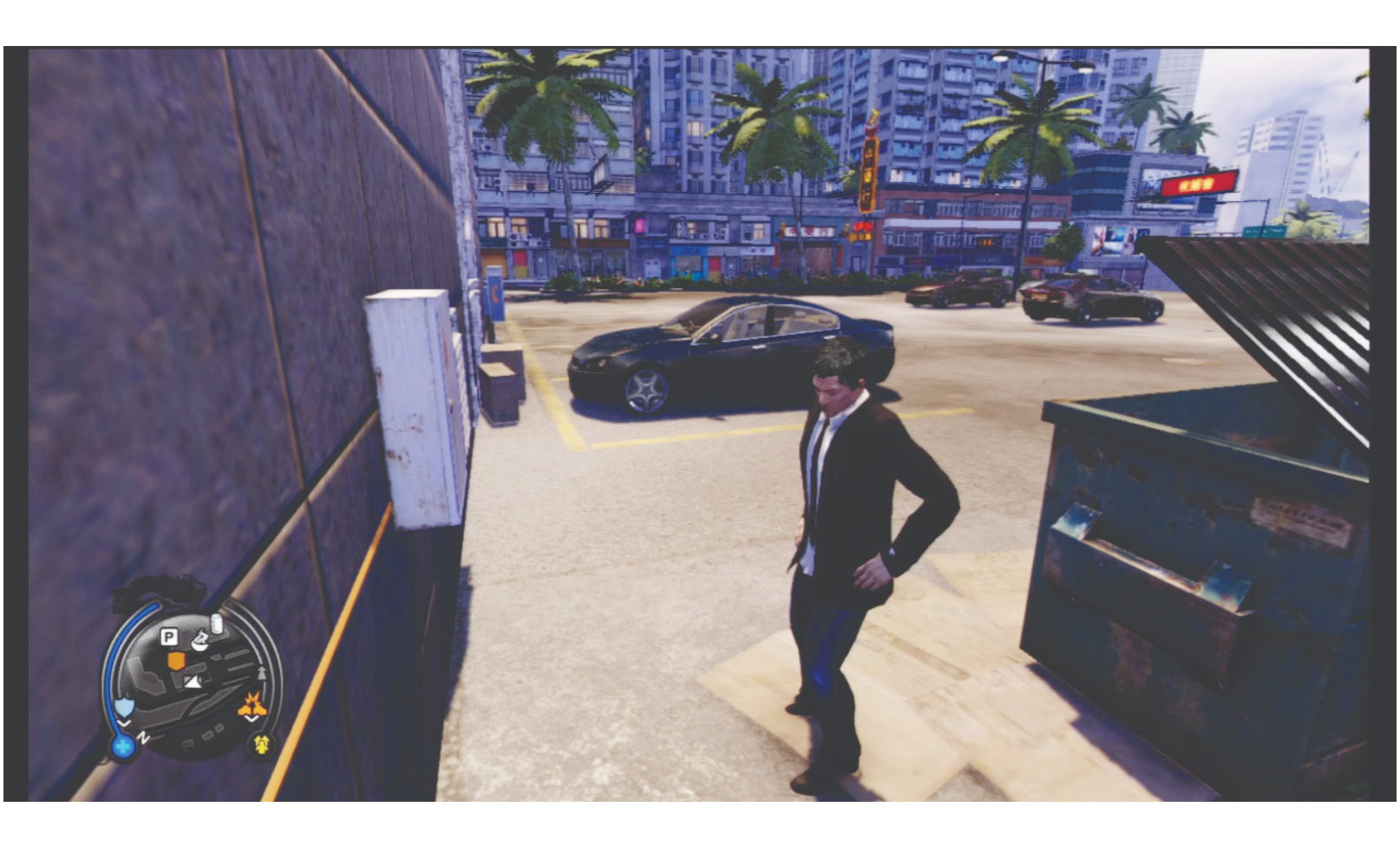
Spy Camera 16



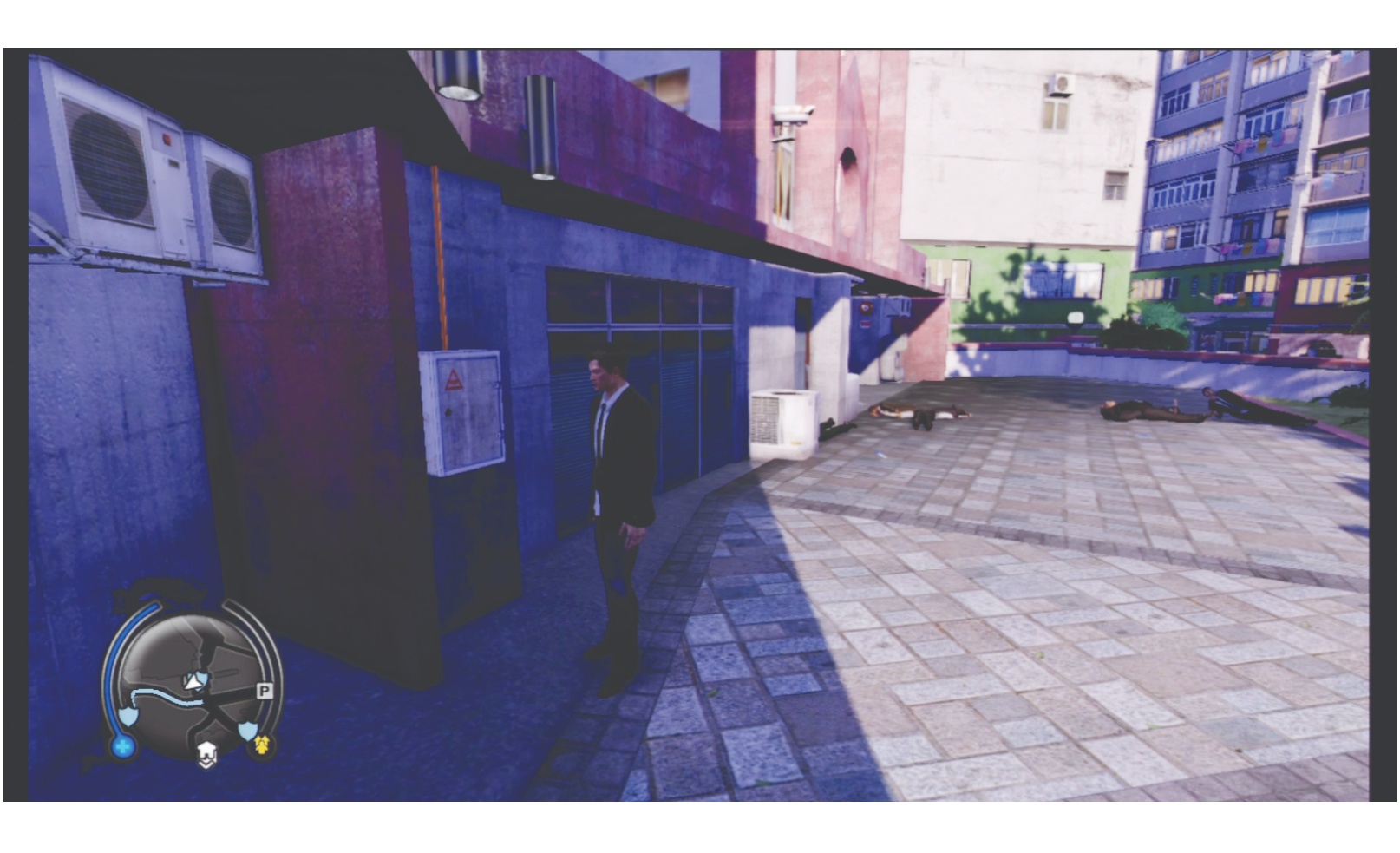
Spy Camera 17



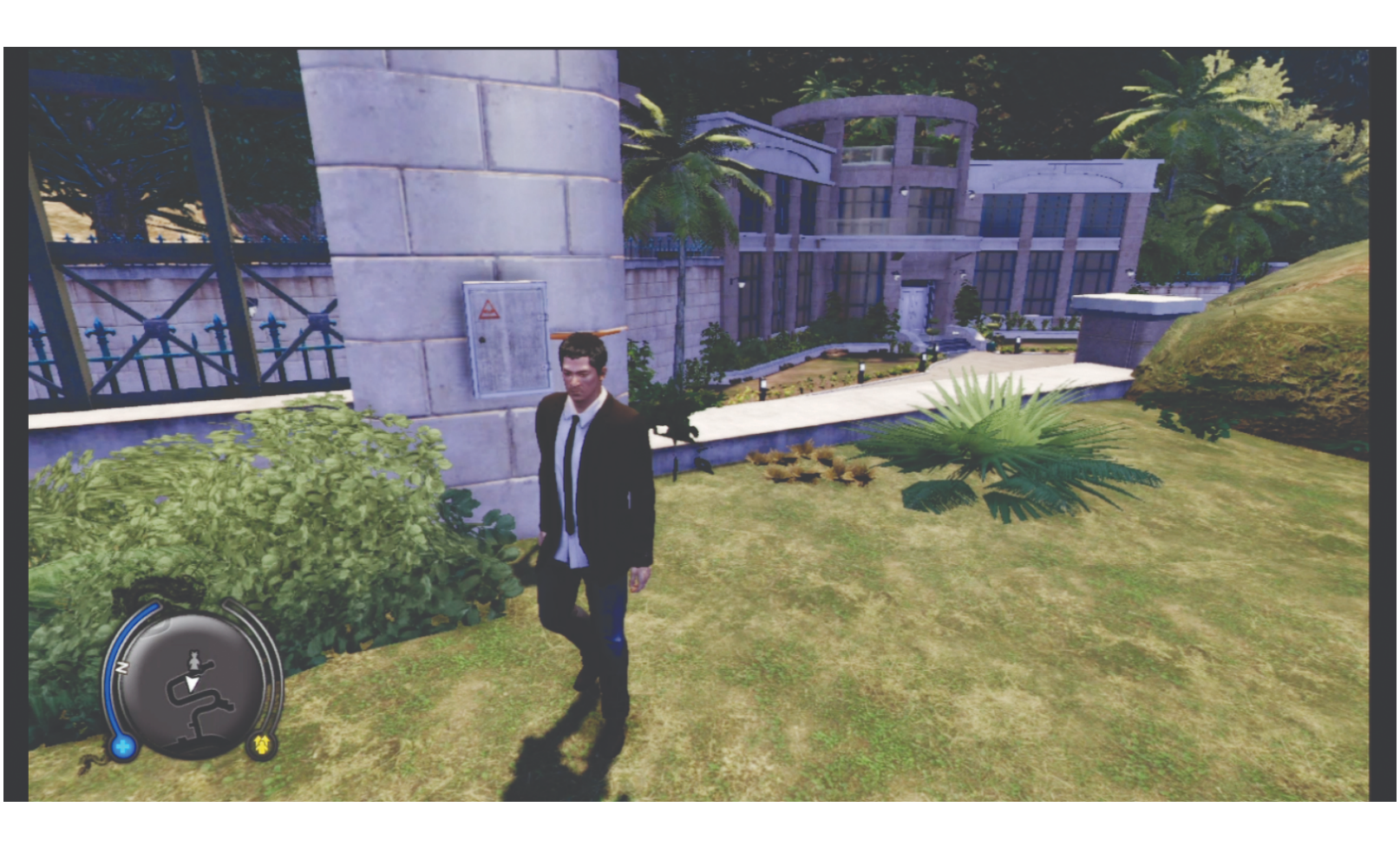
Spy Camera 18



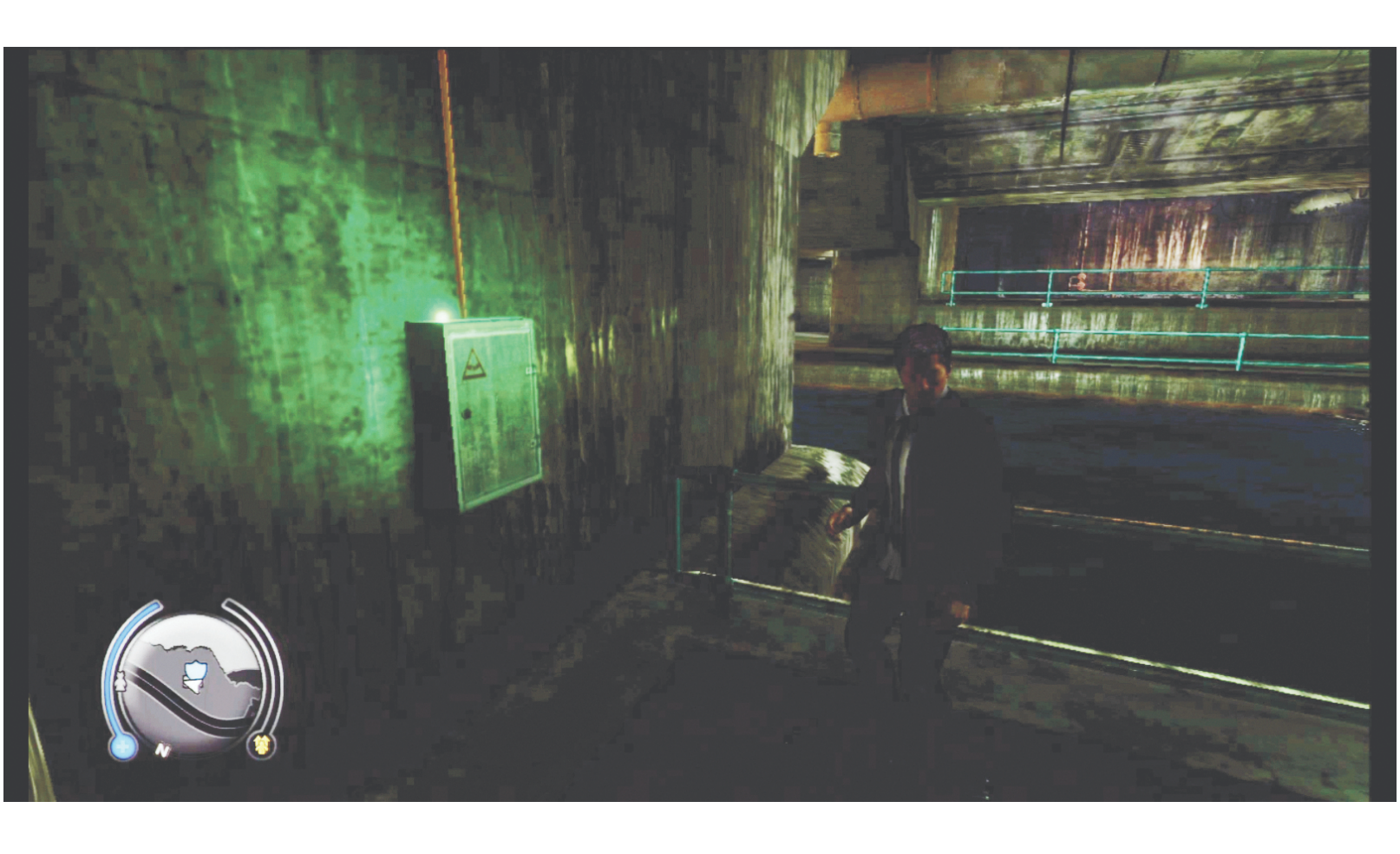
Spy Camera 19



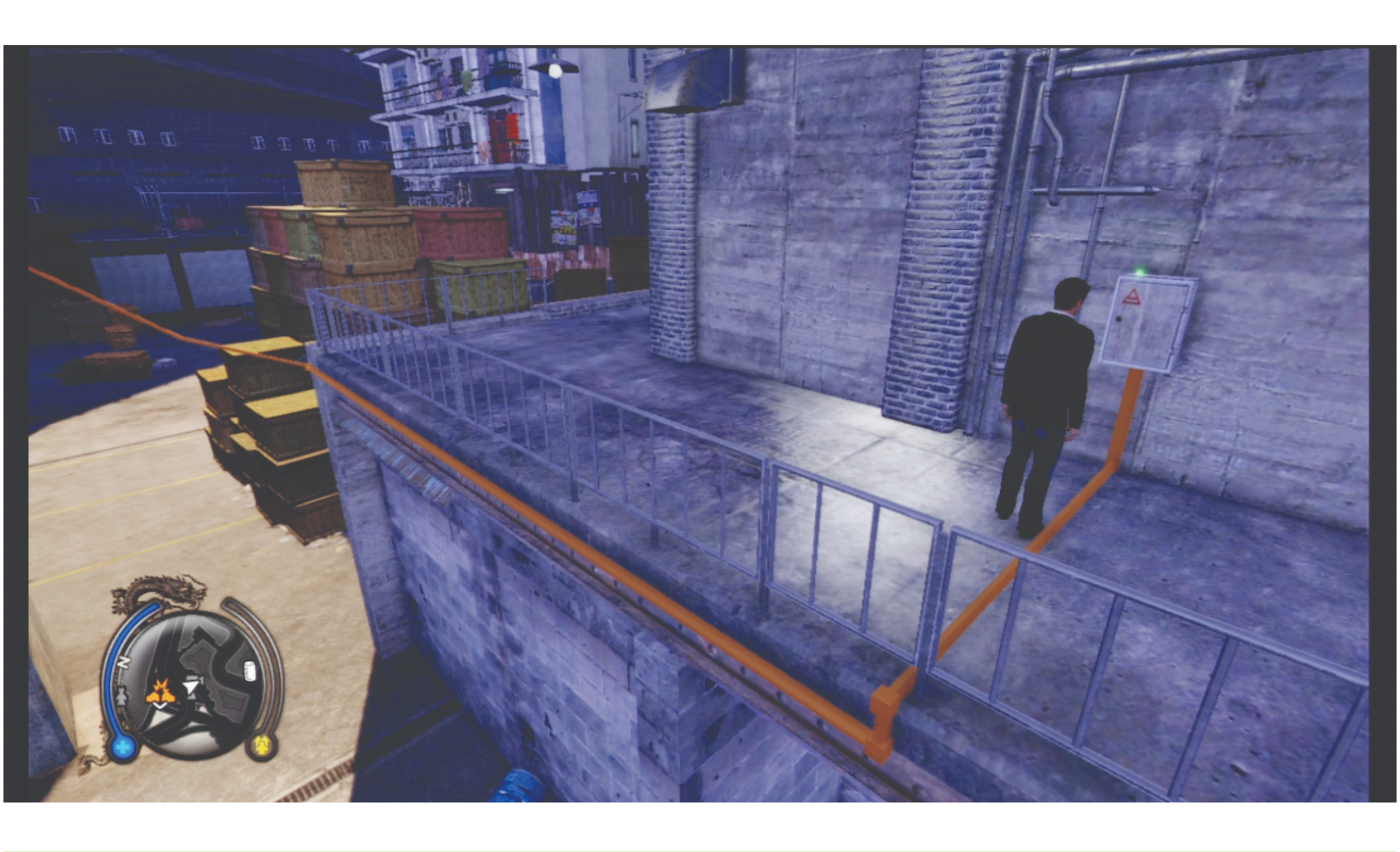
Spy Camera 20



Spy Camera 21



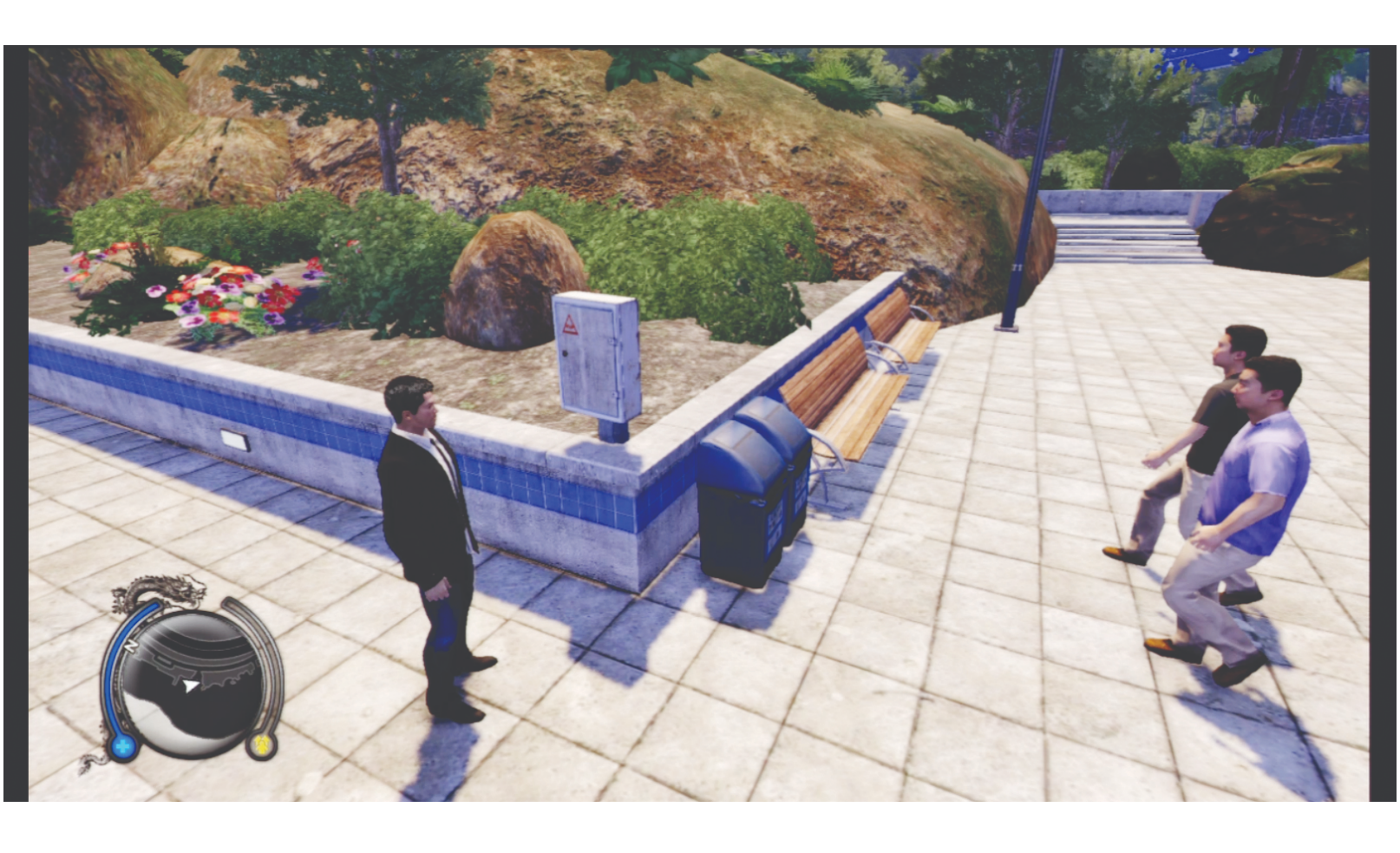
Spy Camera 22



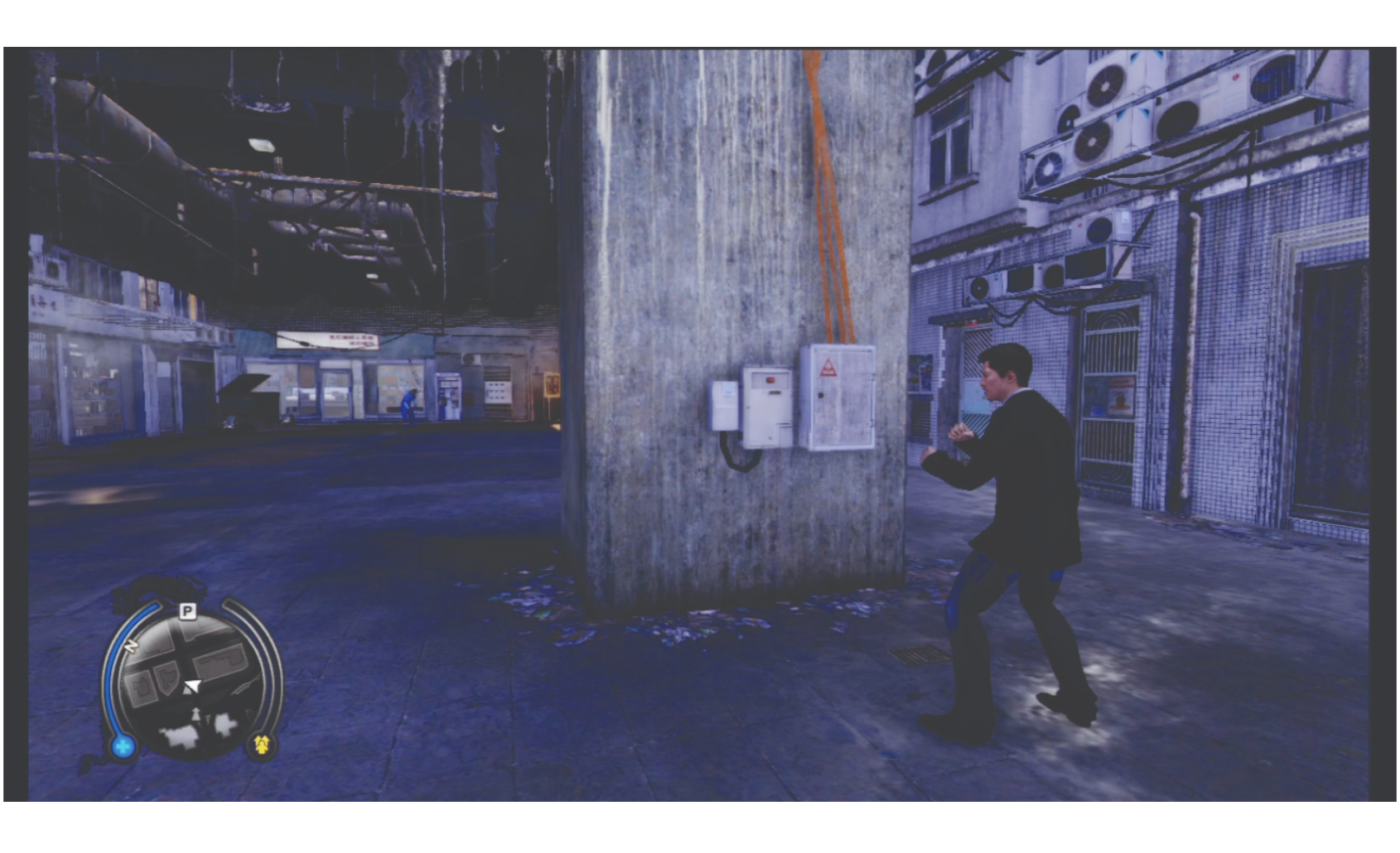
Tip

Reaching this camera involves some tricky box climbing. There's a small mountain of crates near the ledge the camera box is hidden on, and once you scale it you will have to make a tough leap over to the ledge. If you miss it, the fall can be harmful if you fail to recovery roll during the landing.

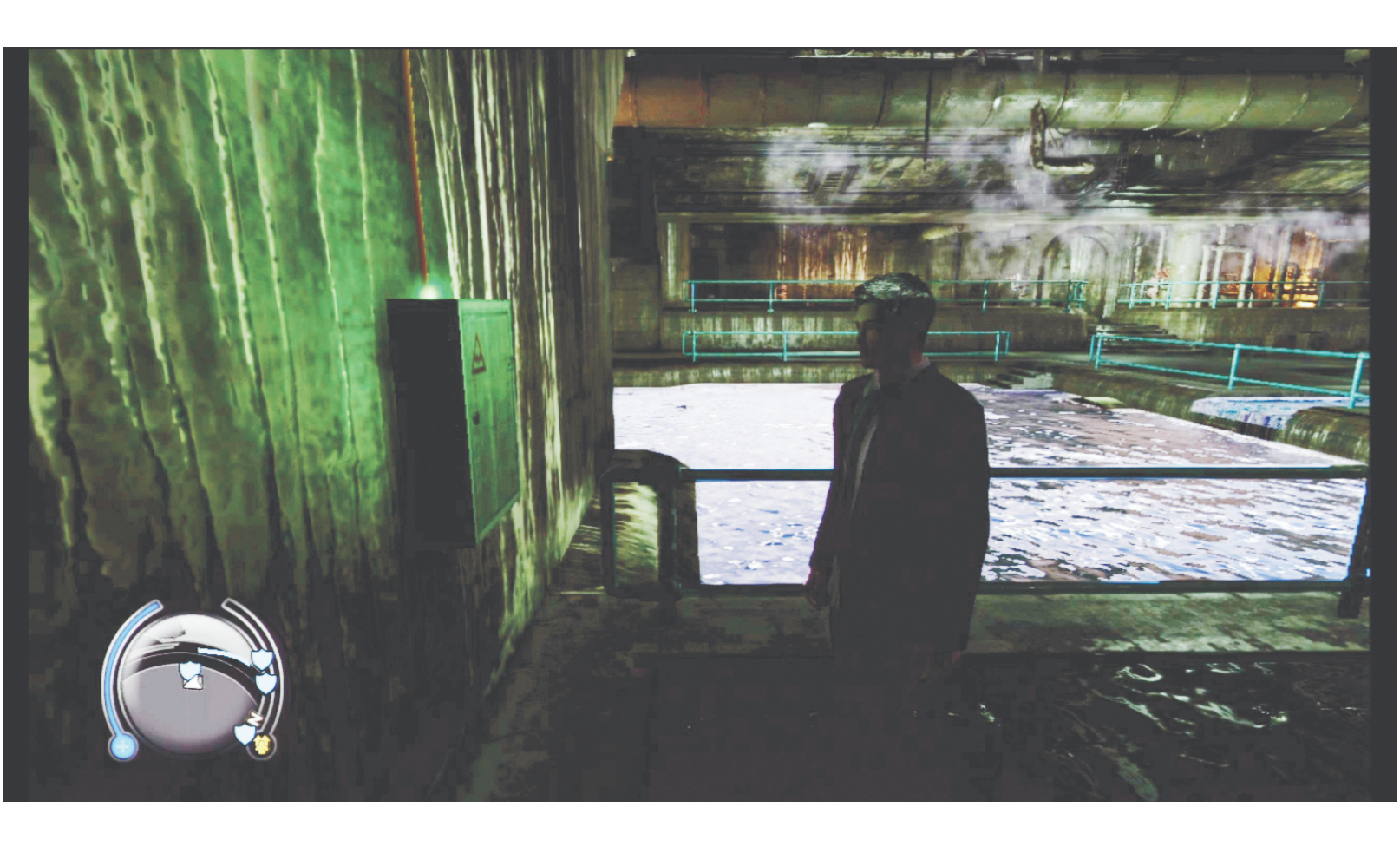
Spy Camera 23



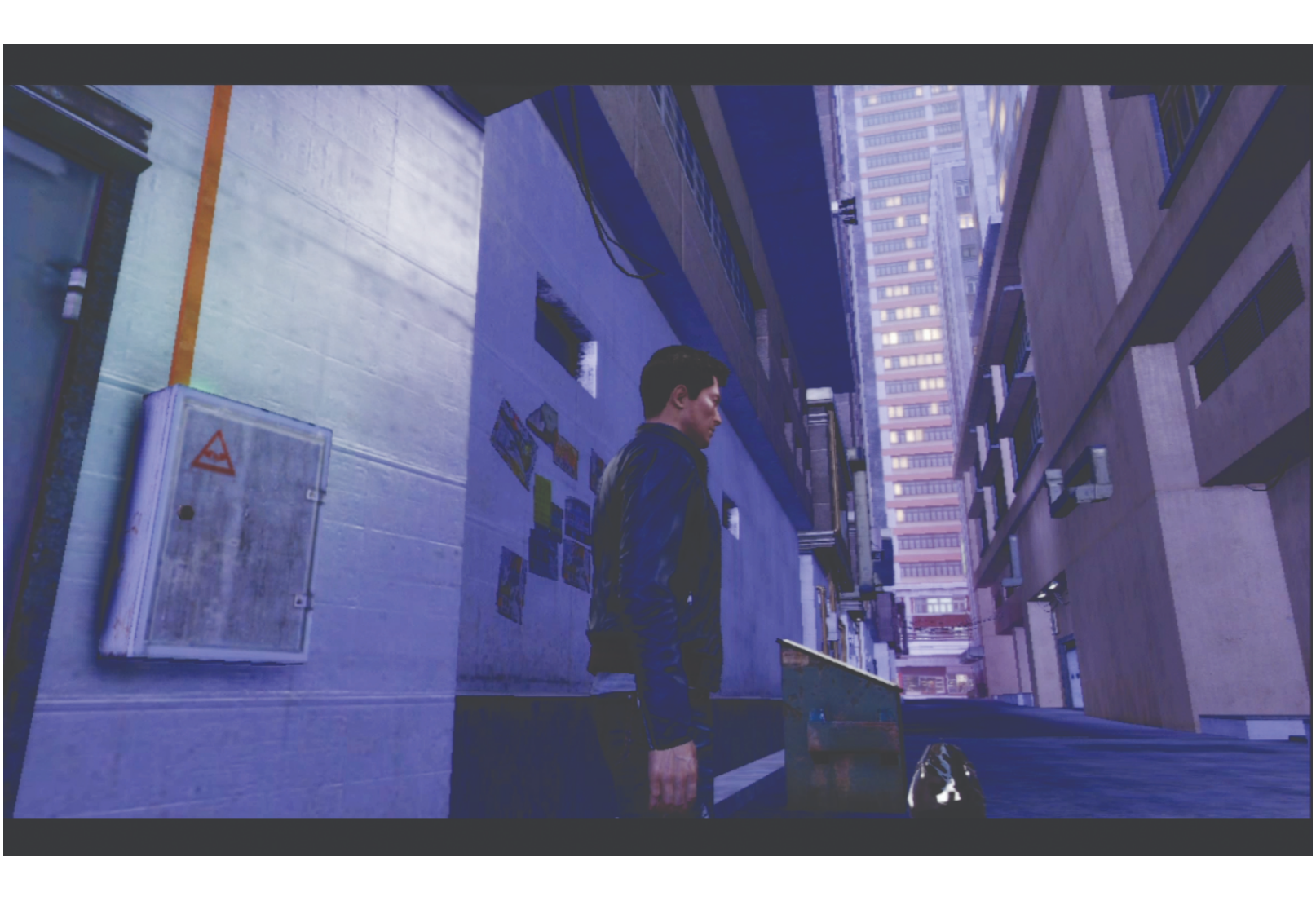
Spy Camera 24



Spy Camera 25

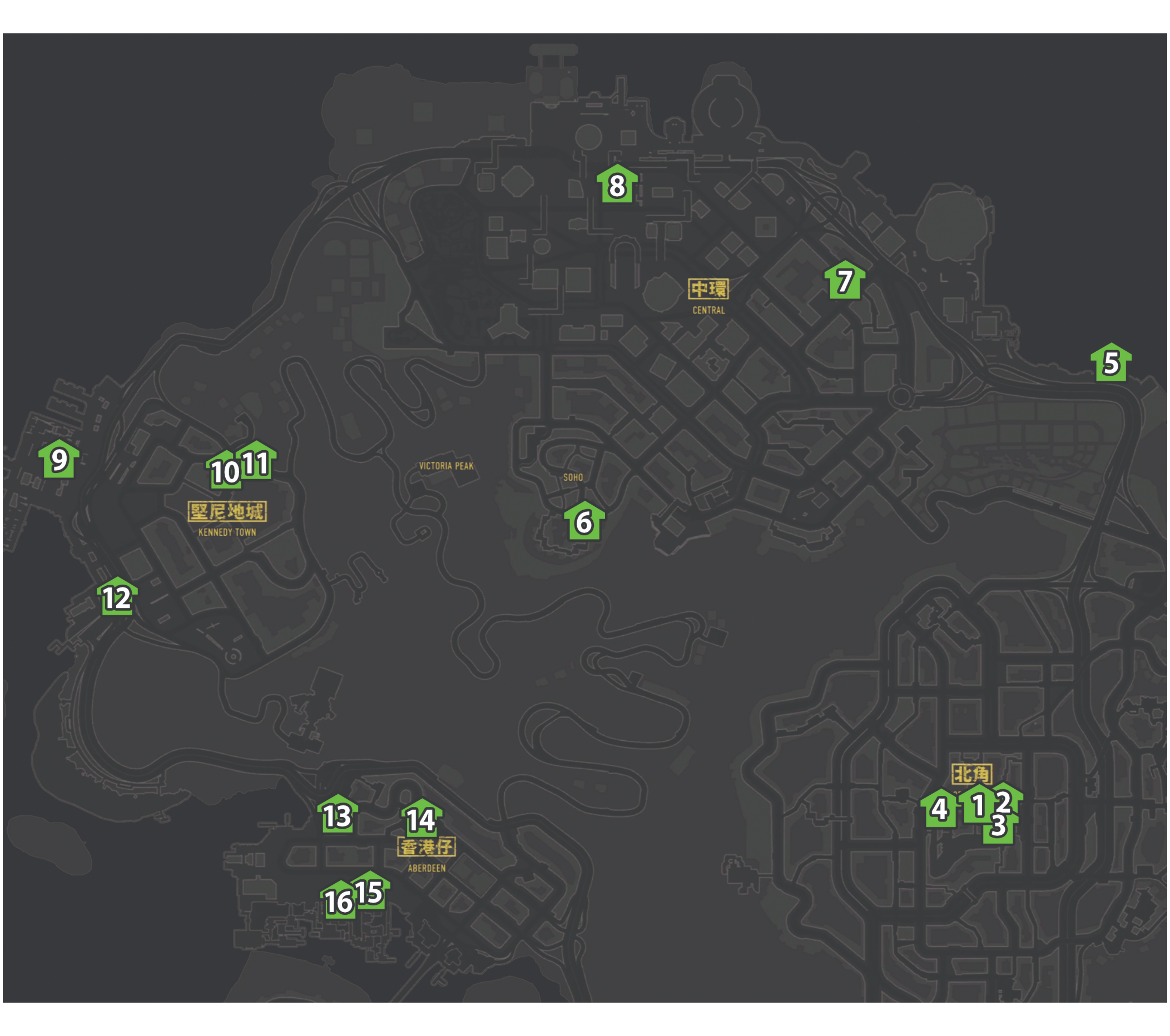


Spy Camera 26



Collectibles

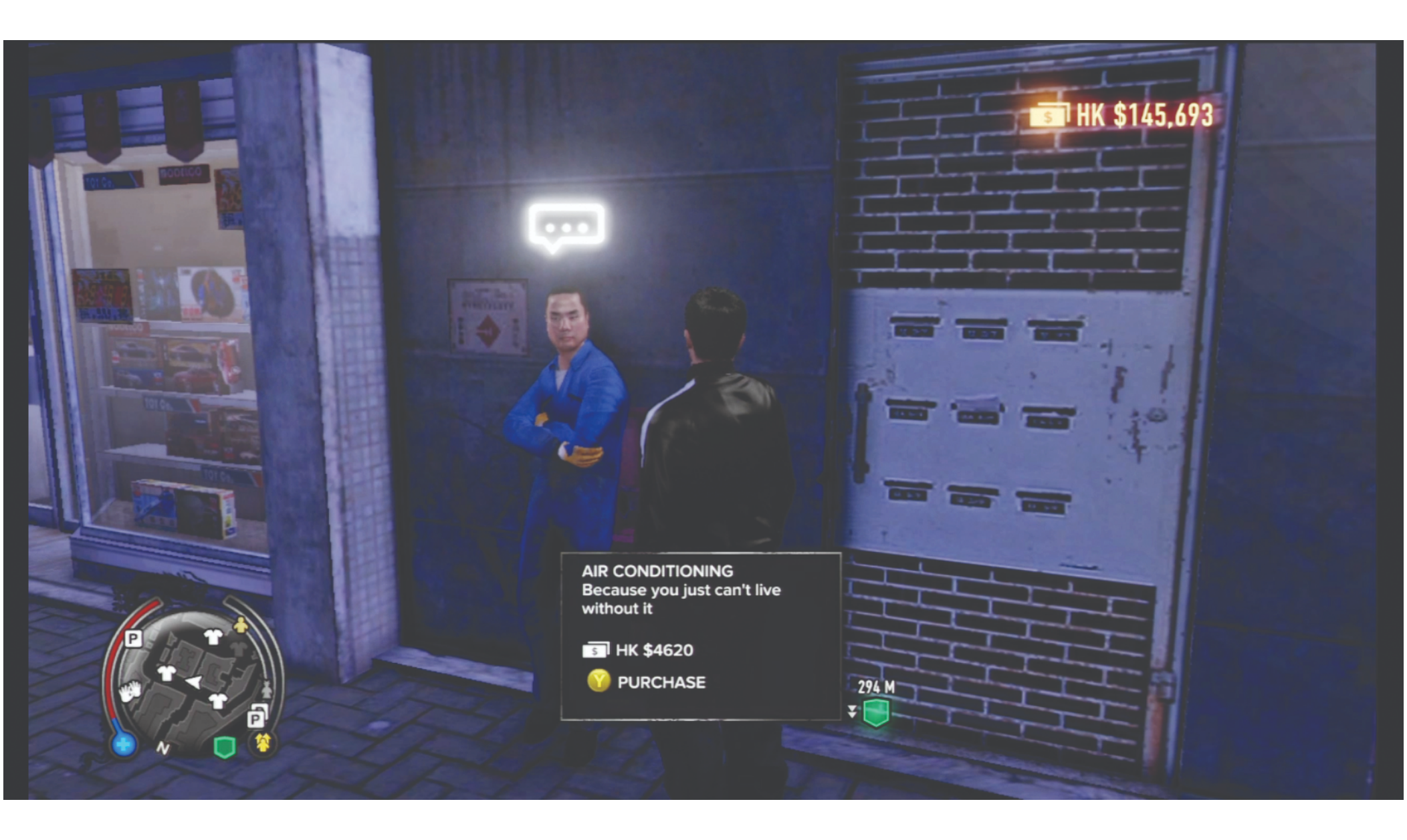
Safehouse Upgrades



Click here for interactive maps

North Point

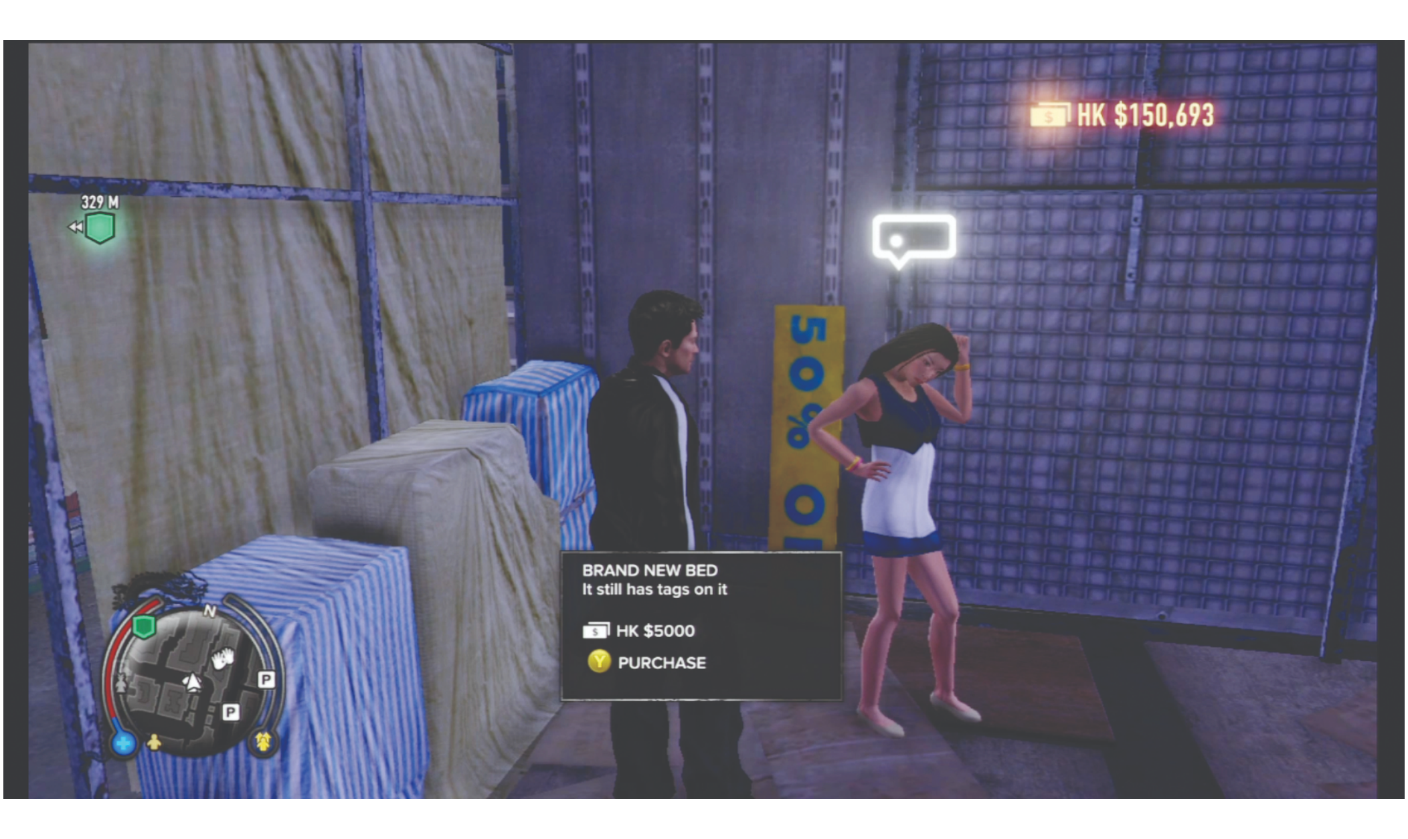
Safehouse Upgrade 1: Air Conditioner



AIR CONDITIONING
Because you just can't live without it
HK $4620
PURCHASE

- Cost: HK $4620
- Location: North Point, Night Market

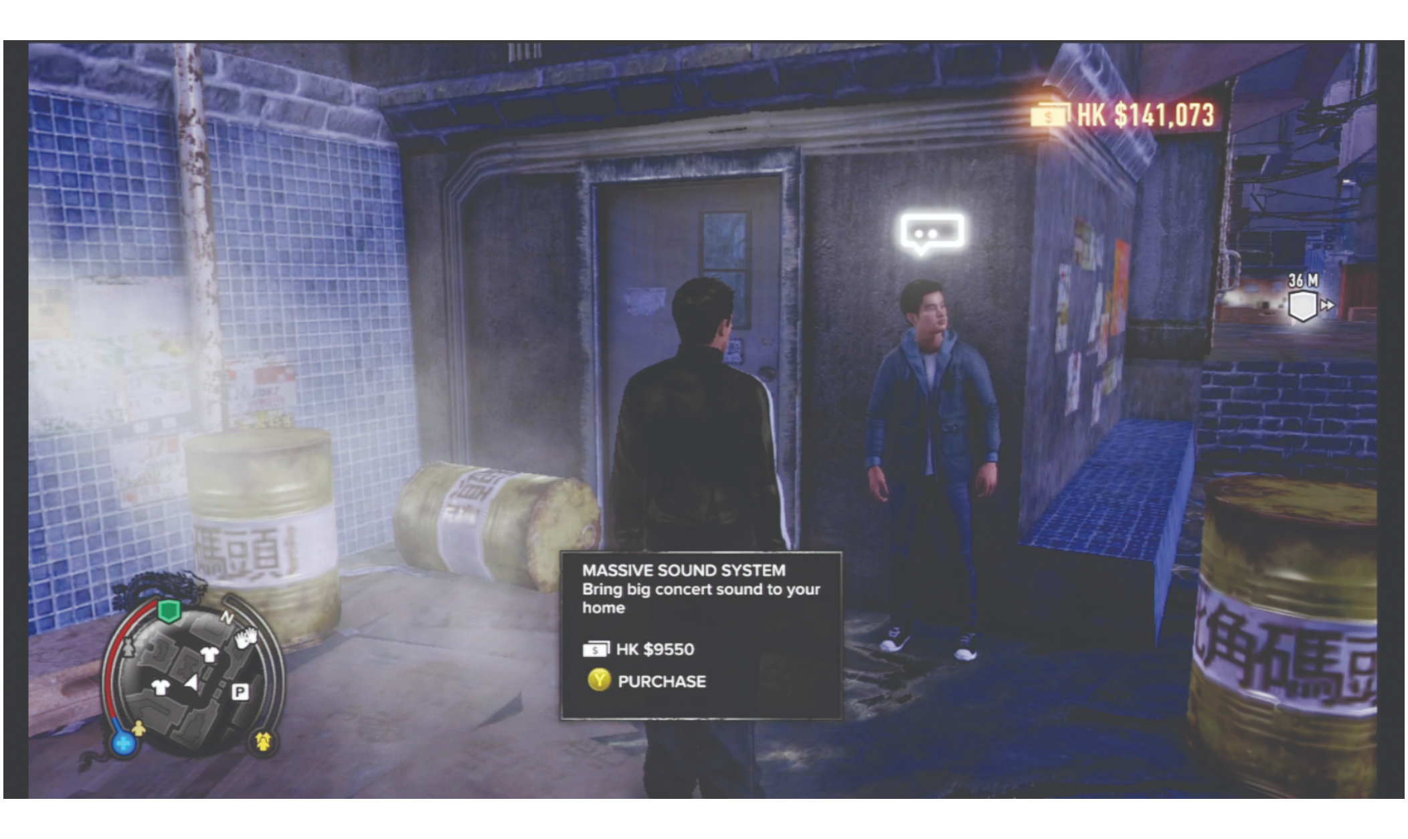
Safehouse Upgrade 2: Brand New Bed



BRAND NEW BED
It still has tags on it
HK $5000
PURCHASE

- Cost: HK $5000
- Location: North Point, Night Market

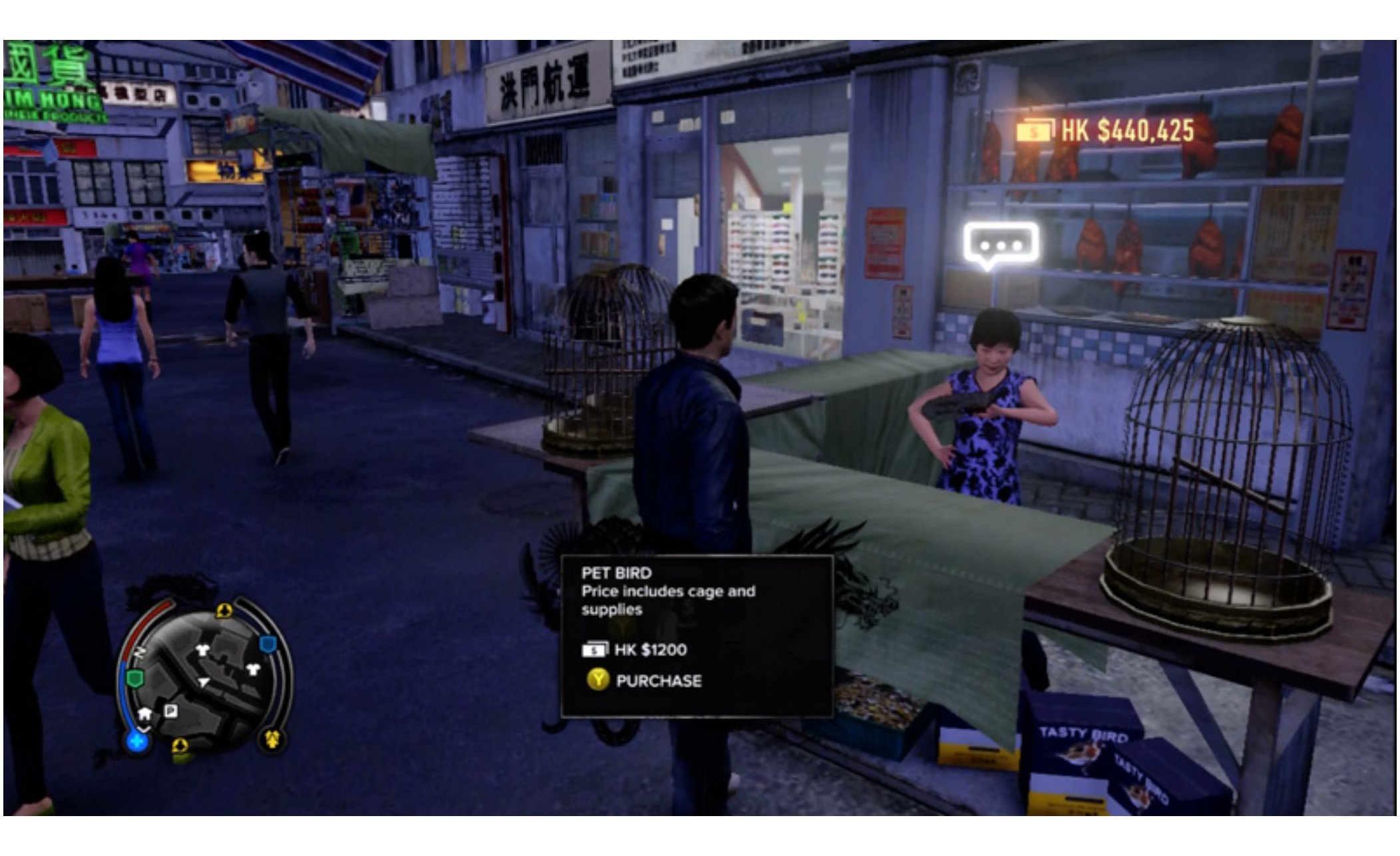
Safehouse Upgrade 3: Massive Sound System



MASSIVE SOUND SYSTEM
Bring big concert sound to your home
HK $9550
PURCHASE

- Cost: HK $9550
- Location: North Point, Night Market

Safehouse Upgrade 4: Pet Bird

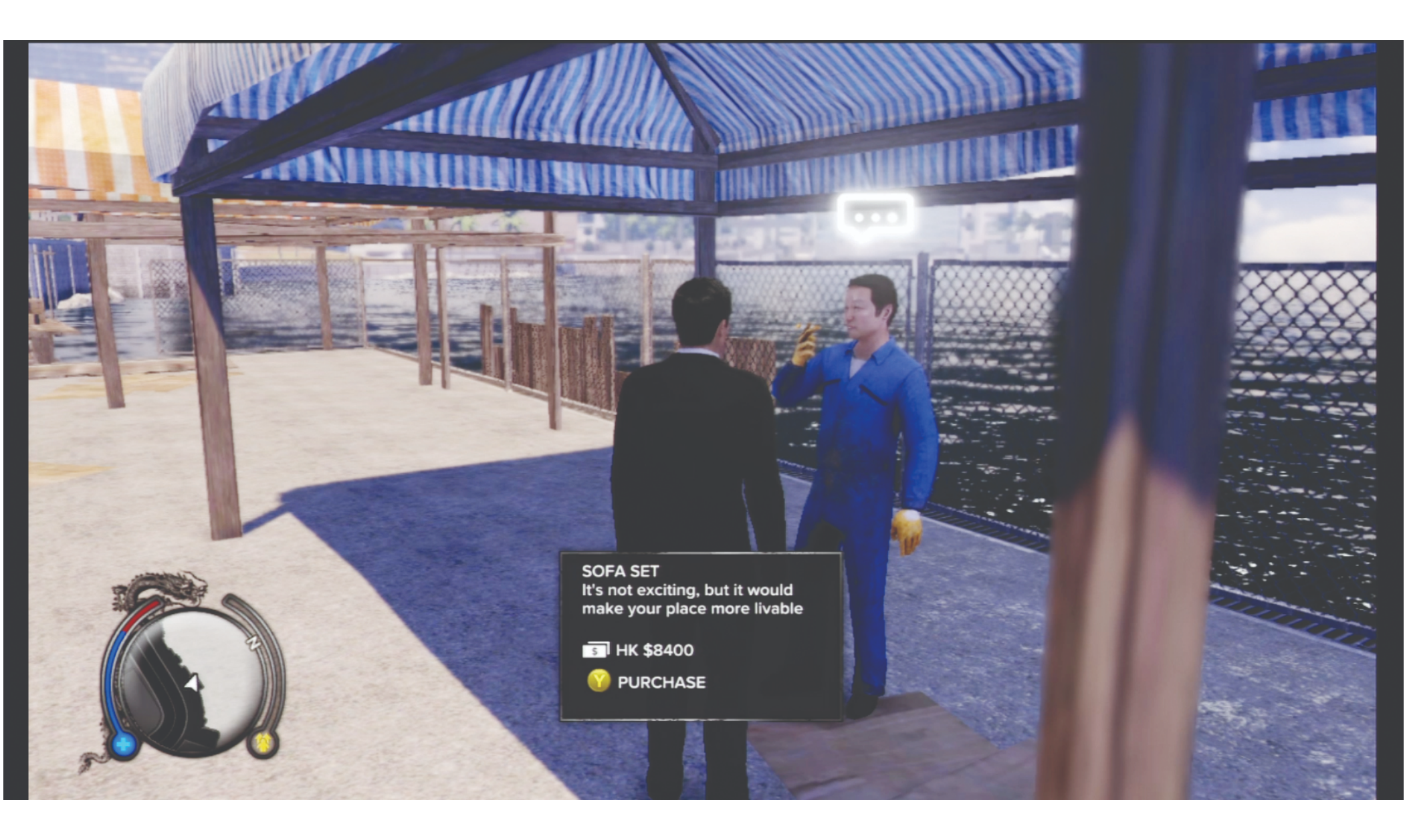


PET BIRD
Price includes cage and supplies
HK $1200
PURCHASE

- Cost: HK $1200
- Location: North Point, Night Market

Central

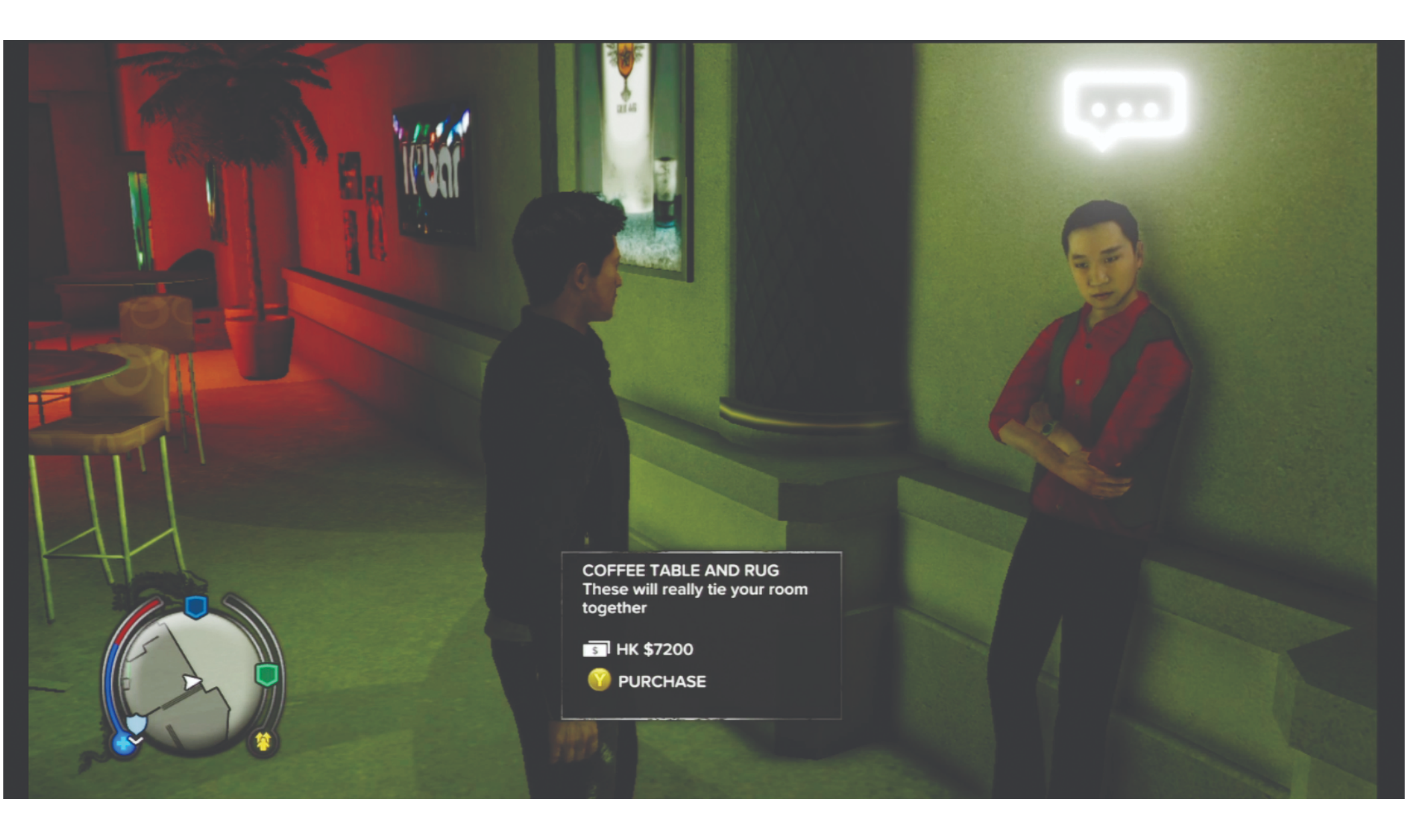
Safehouse Upgrade 5: Sofa Set



SOFA SET
It's not exciting, but it would make your place more livable
HK $8400
PURCHASE

- Cost: HK $14000
- Location: Central Docks

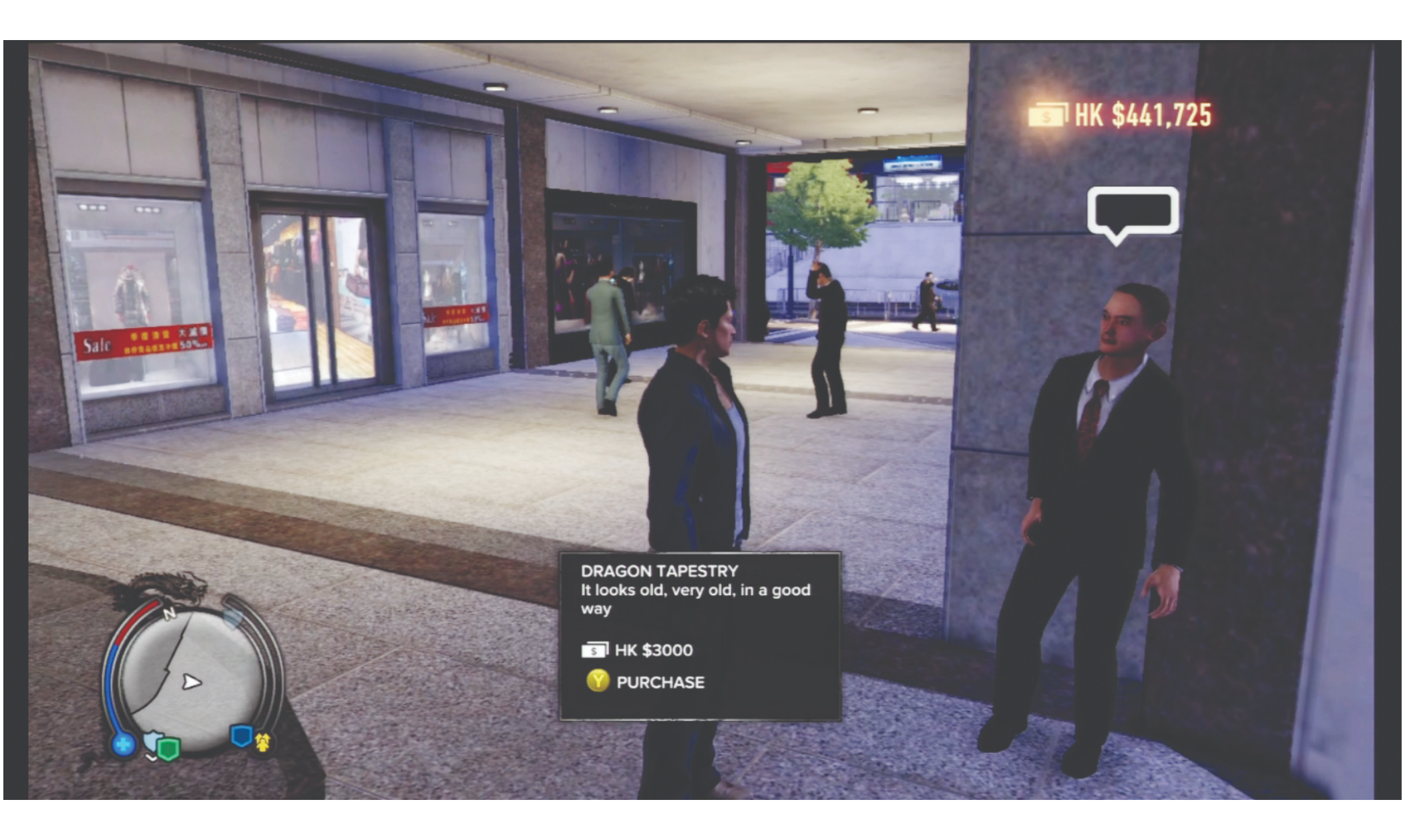
Safehouse Upgrade 6: Coffee Table and Rug



COFFEE TABLE AND RUG
These will really tie your room together
HK $7200
PURCHASE

- Cost: HK $7200
- Location: Central, at the K-Bar

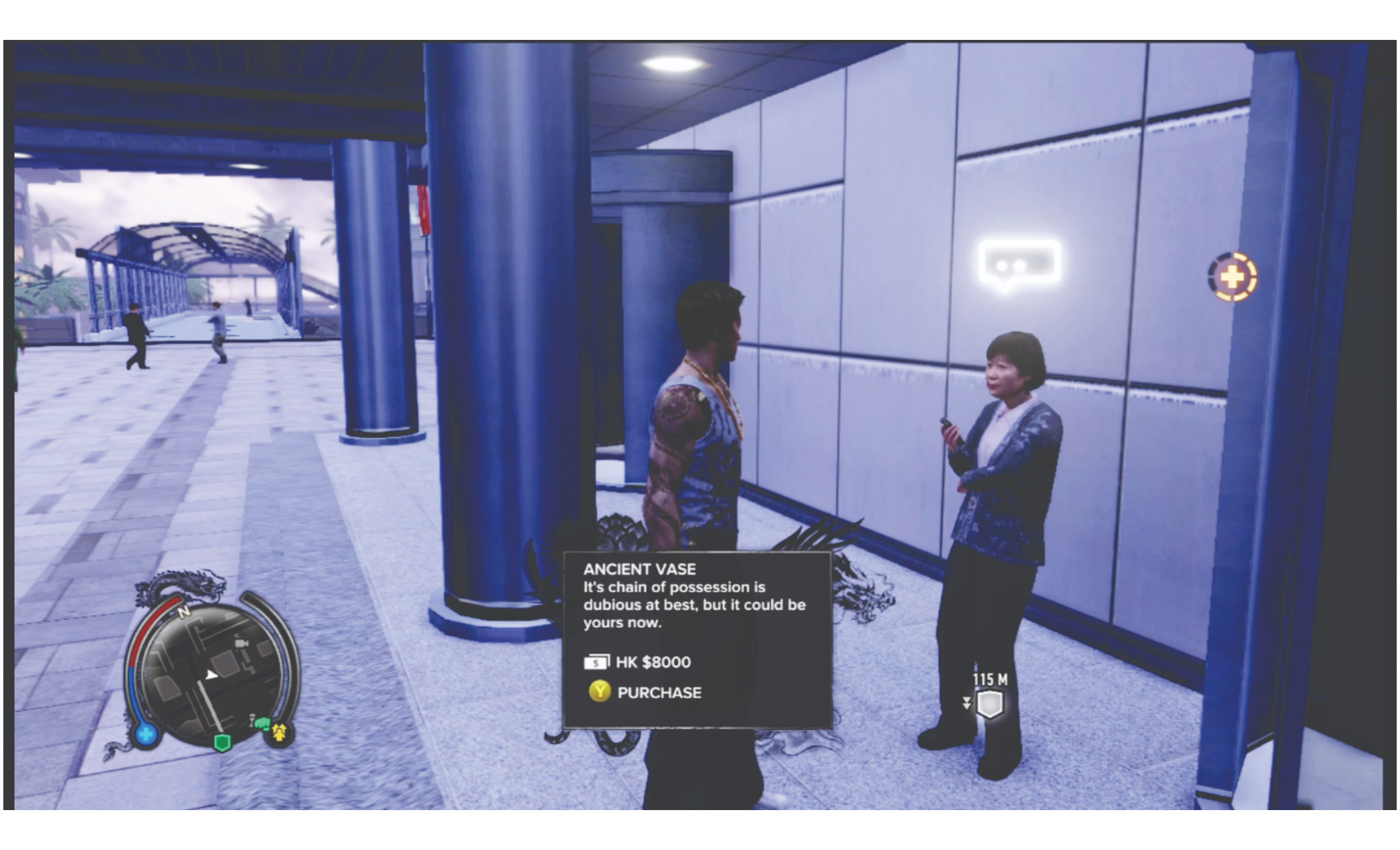
Safehouse Upgrade 7: Dragon Tapestry



DRAGON TAPESTRY
It looks old, very old, in a good way
HK $3000
PURCHASE

- Cost: HK $3000
- Location: Central, near Wah Fi Storage

Safehouse Upgrade 8: Ancient Vase

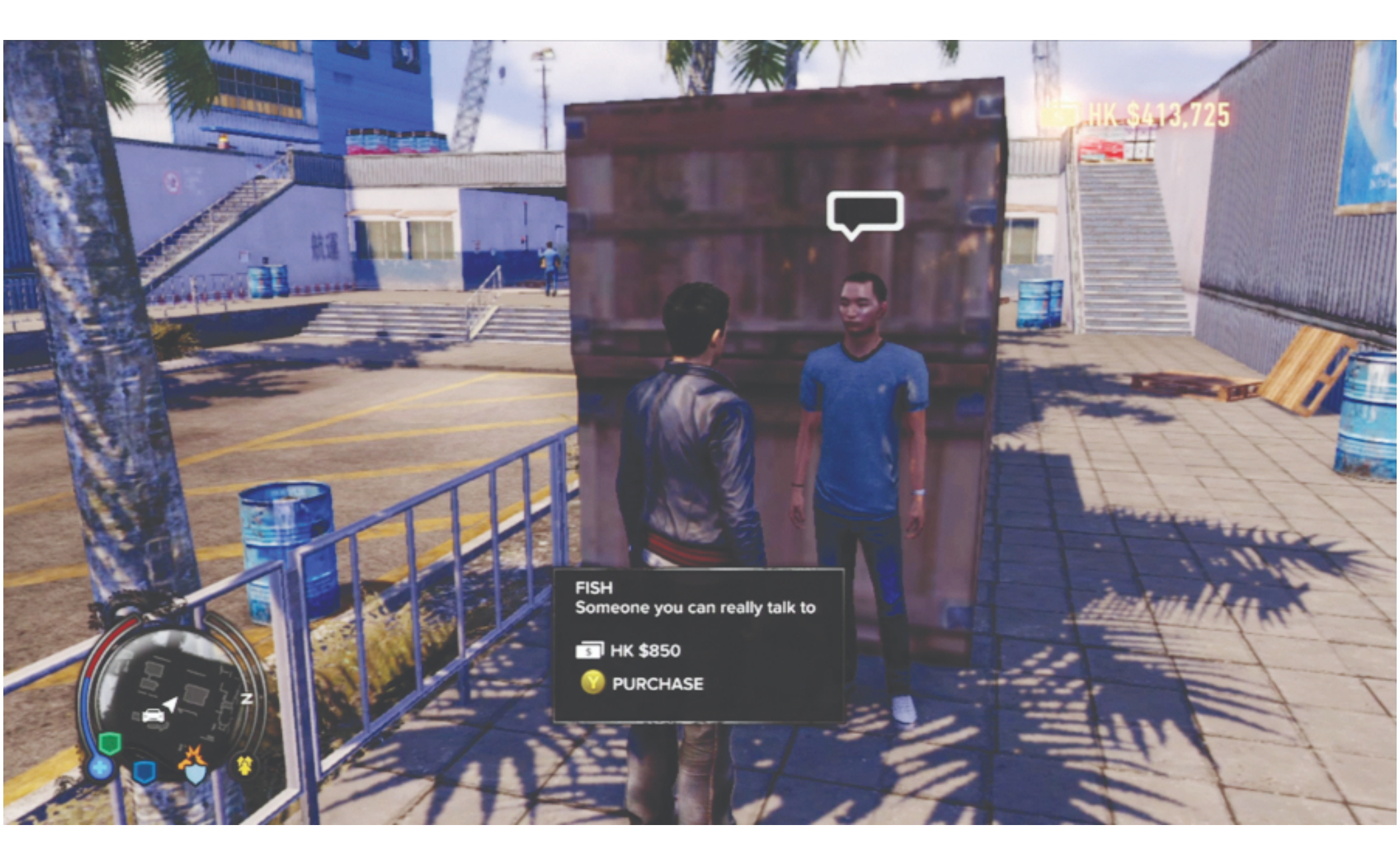


ANCIENT VASE
It's chain of possession is dubious at best, but it could be yours now.
HK $8000
PURCHASE

- Cost: HK $8000
- Location: Central

Kennedy Town

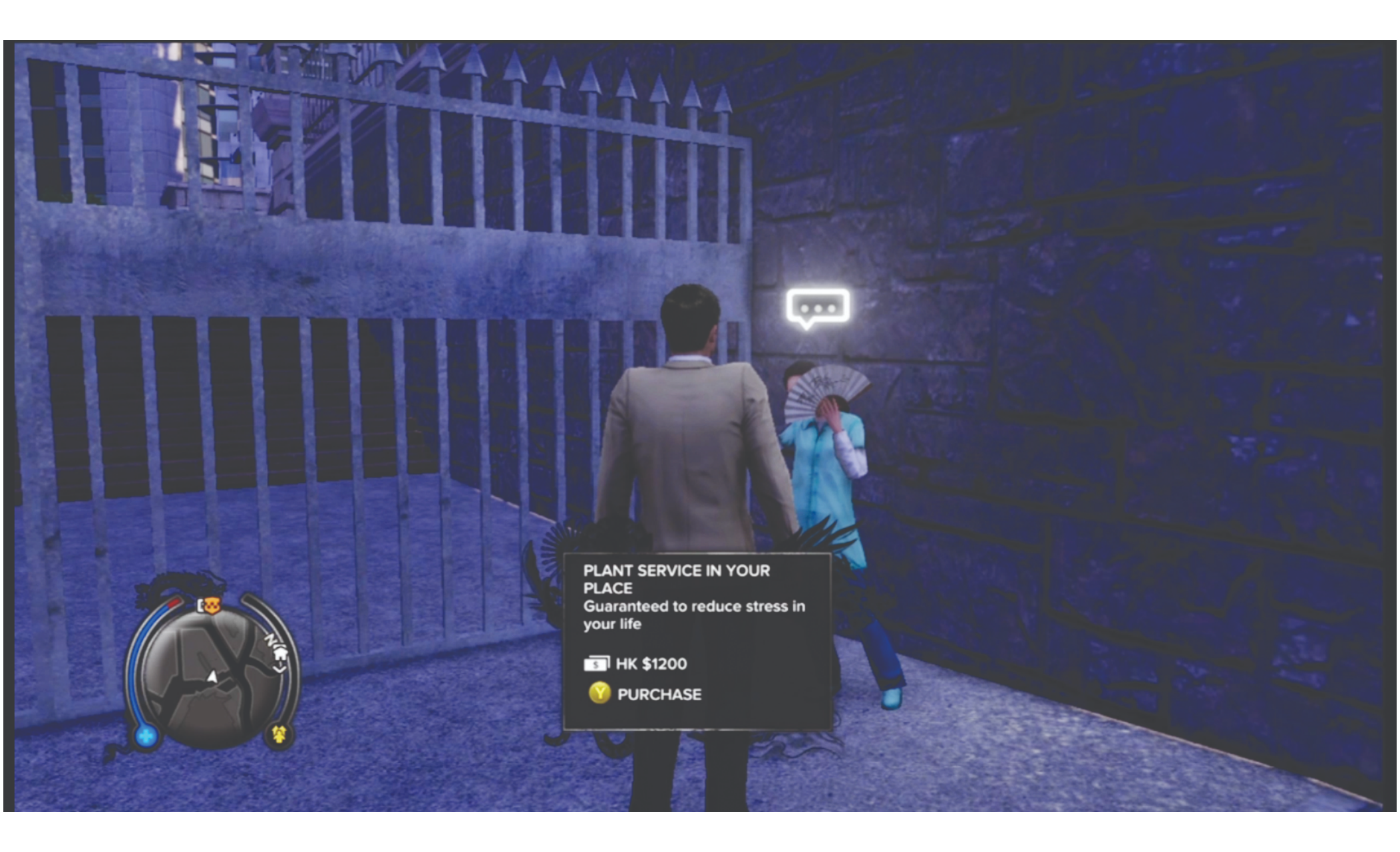
Safehouse Upgrade 9: Fish



FISH
Someone you can really talk to
HK $850
PURCHASE

- Cost: HK $850
- Location: Kennedy Town Docks

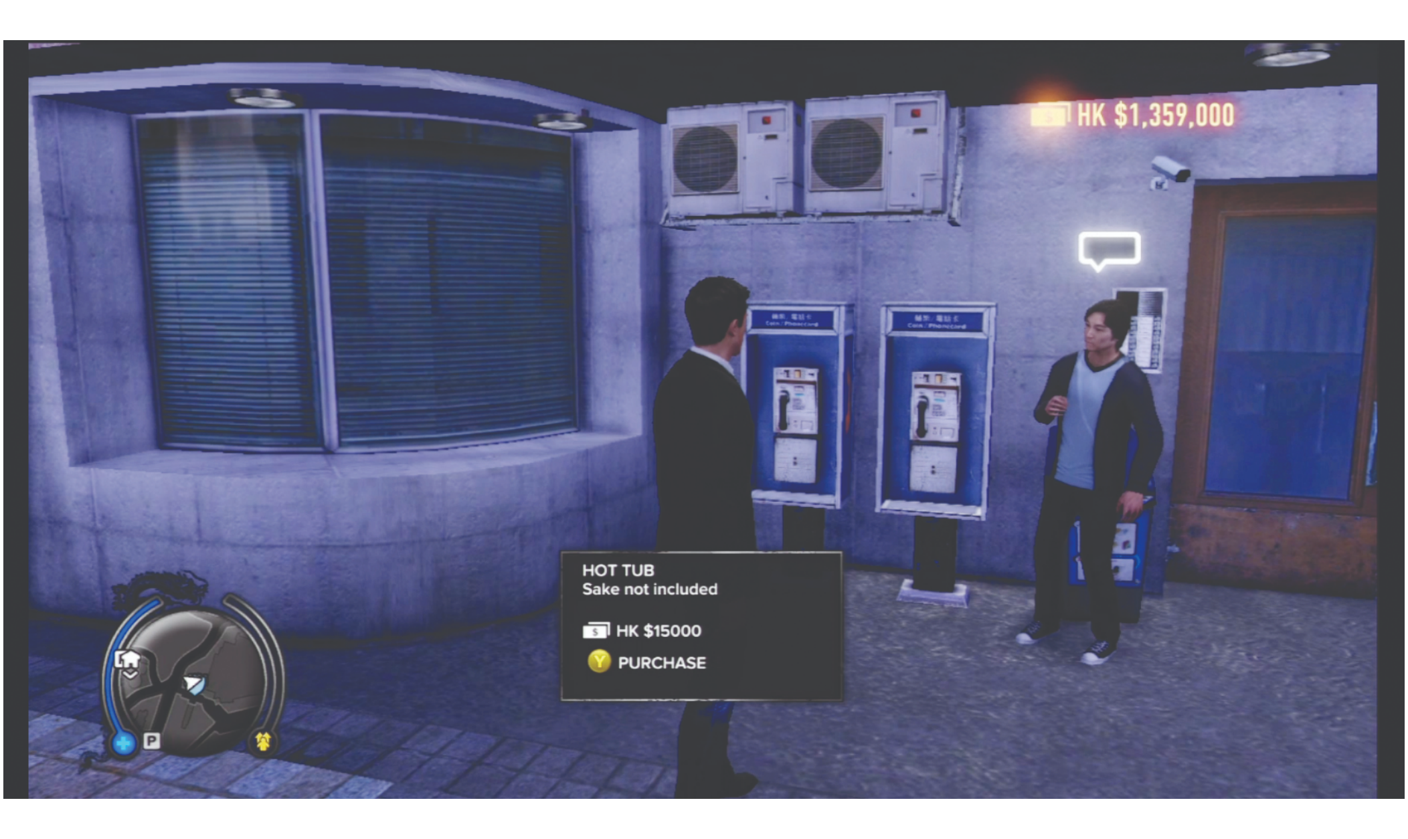
Safehouse Upgrade 10: Plant Service in Your Place



PLANT SERVICE IN YOUR PLACE
Guaranteed to reduce stress in your life
HK $1200
PURCHASE

- Cost: HK $1200
- Location: Kennedy Town

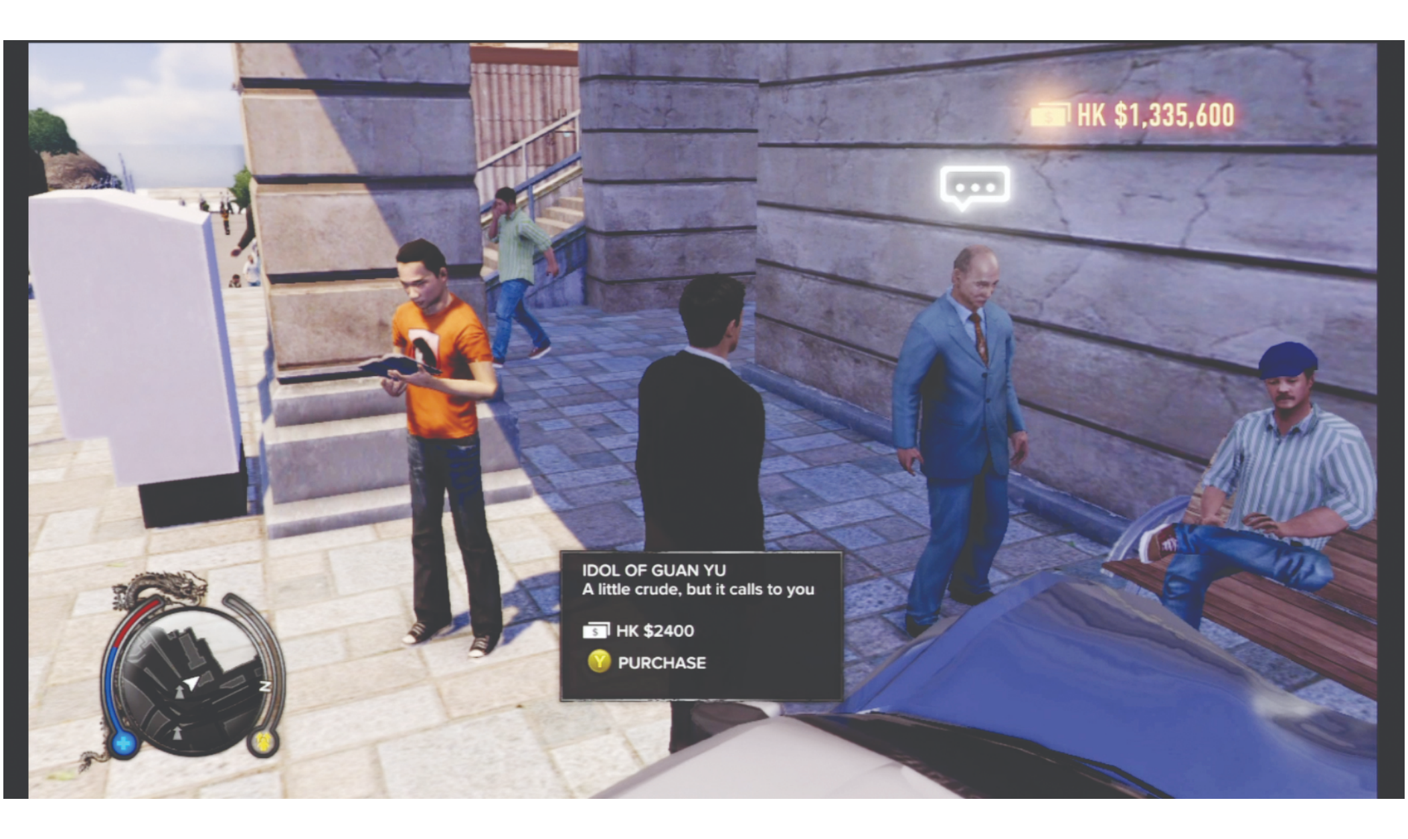
Safehouse Upgrade 11: Hot Tub



HOT TUB
Sake not included
HK $15000
PURCHASE

- Cost: HK $25000
- Location: Kennedy Town, Sun Yat Housing Complex

Safehouse Upgrade 12: Idol of Guan Yu

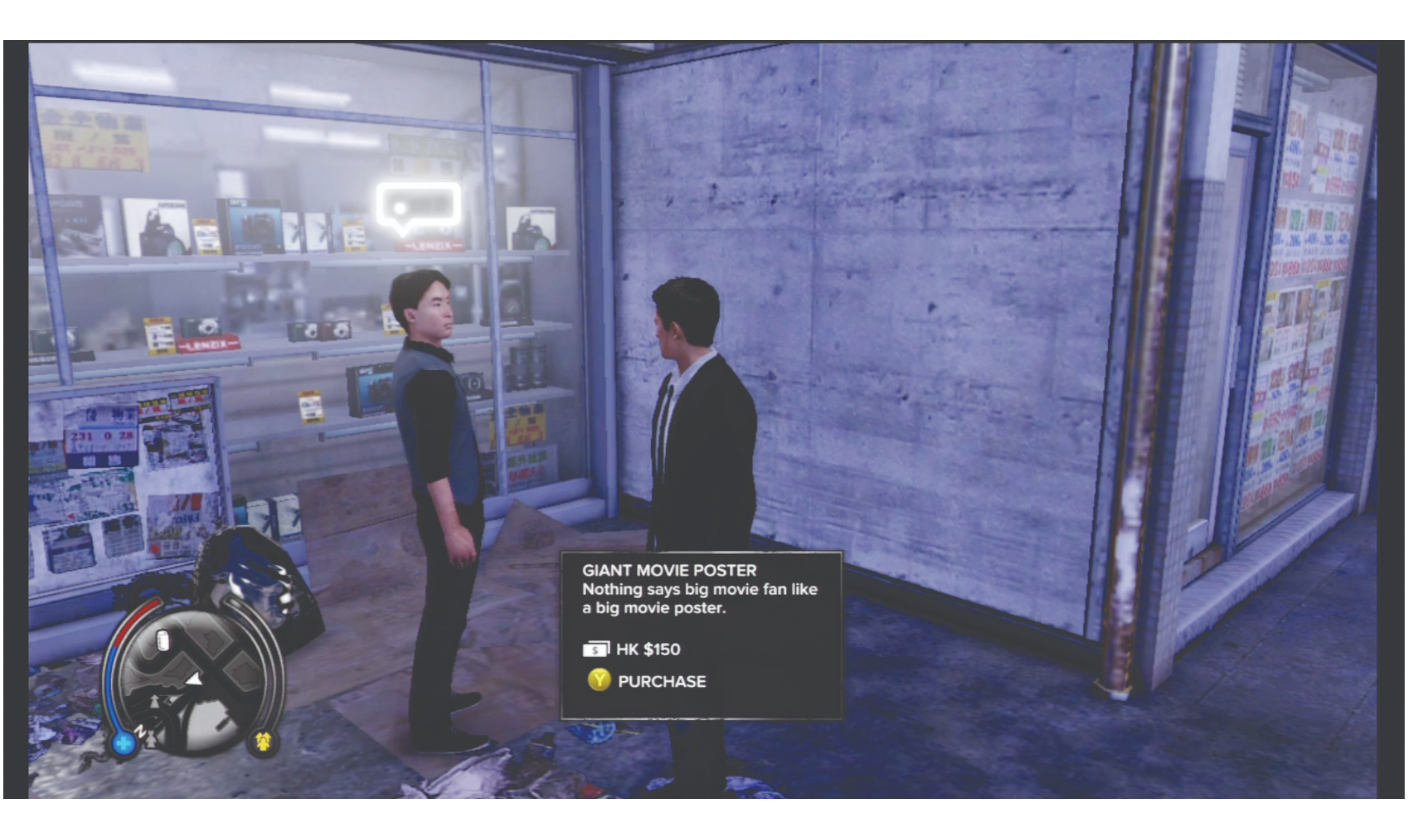


IDOL OF GUAN YU
A little crude, but it calls to you
HK $2400
PURCHASE

- Cost: HK $4000
- Location: Kennedy Town

Aberdeen

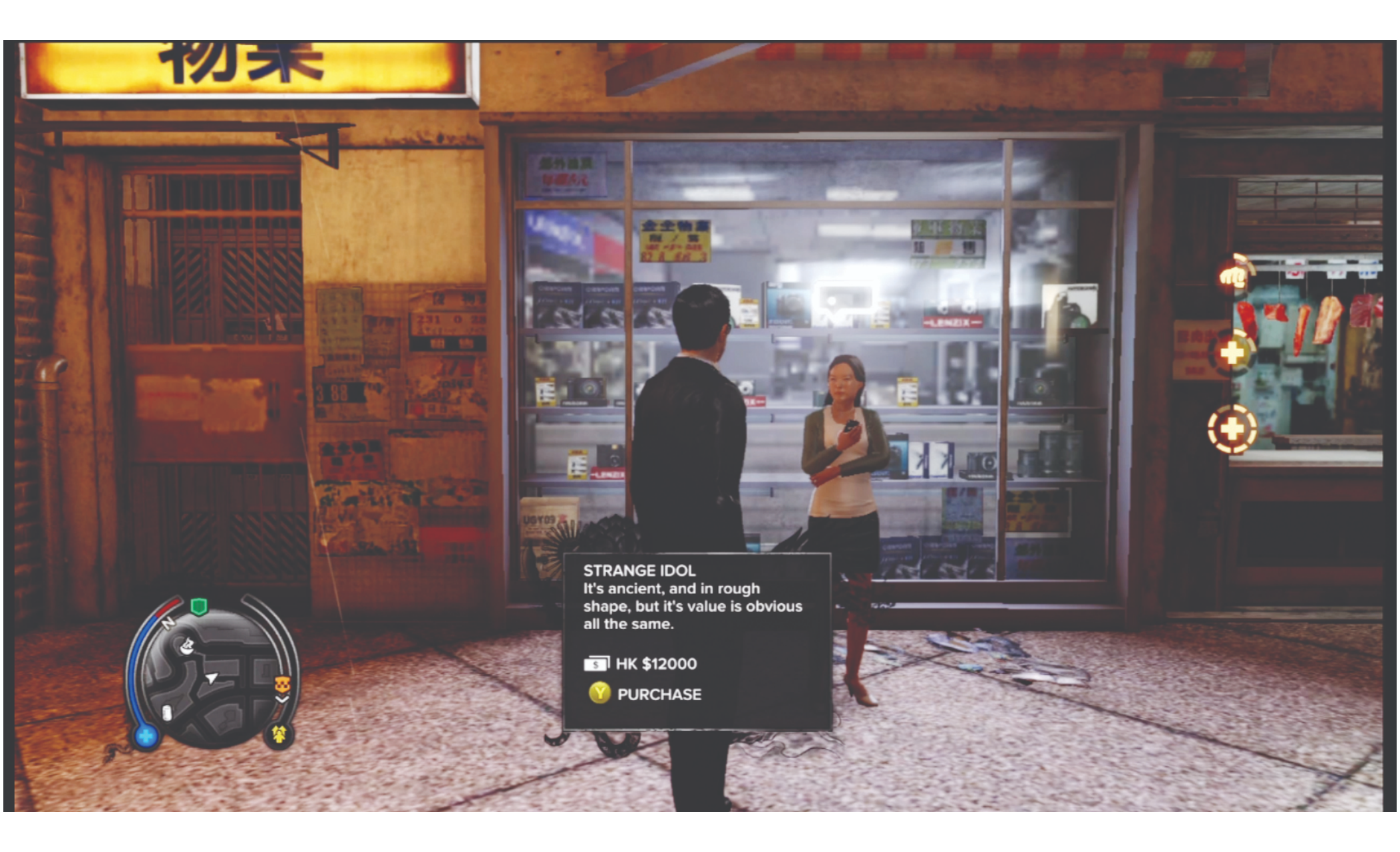
Safehouse Upgrade 13: Giant Movie Poster



GIANT MOVIE POSTER
Nothing says big movie fan like a big movie poster.
HK $150
PURCHASE

- Cost: HK $250
- Location: Aberdeen

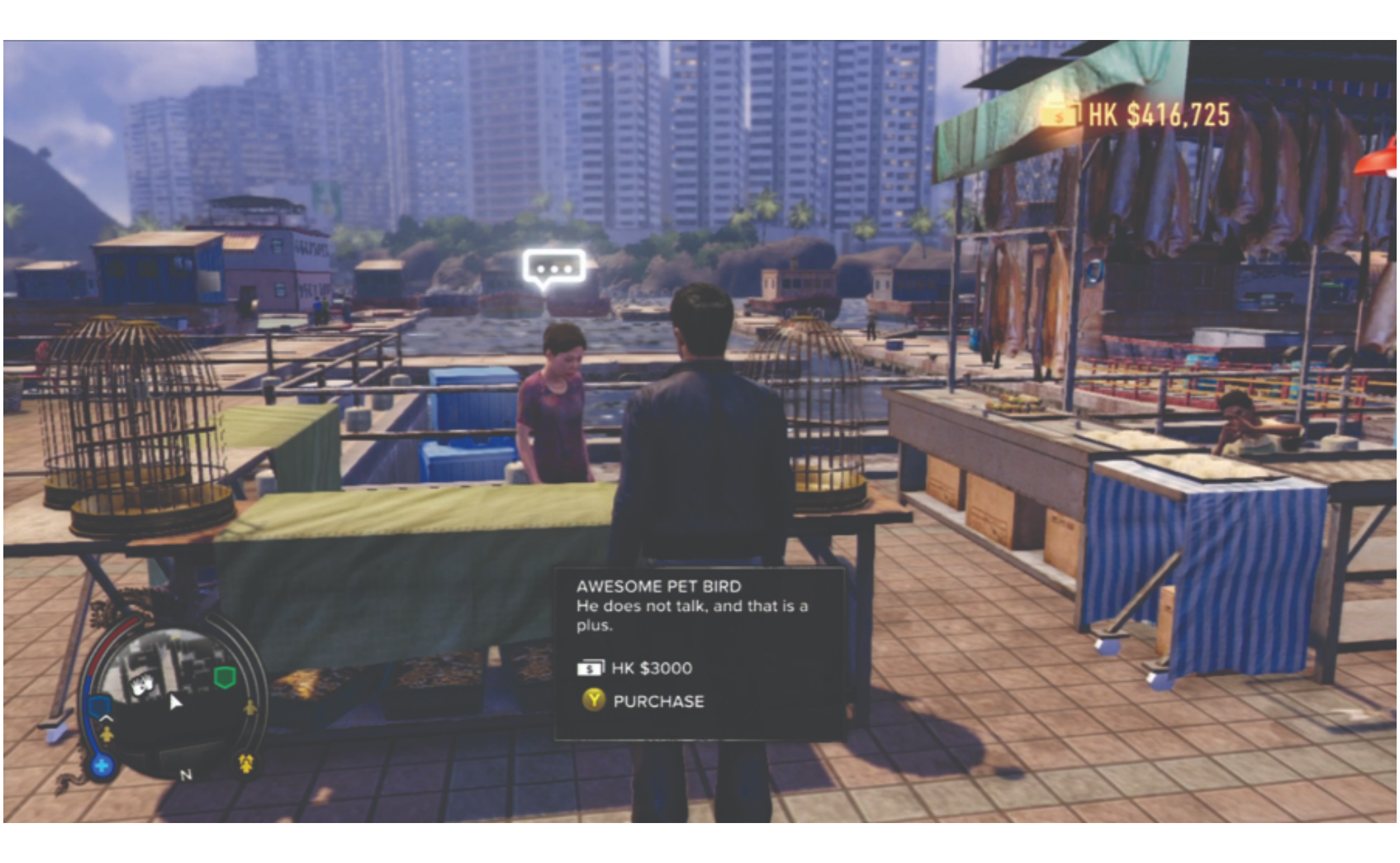
Safehouse Upgrade 14: Strange Idol



STRANGE IDOL
It's ancient, and in rough shape, but it's value is obvious all the same.
HK $12000
PURCHASE

- Cost: HK $12000
- Location: Aberdeen

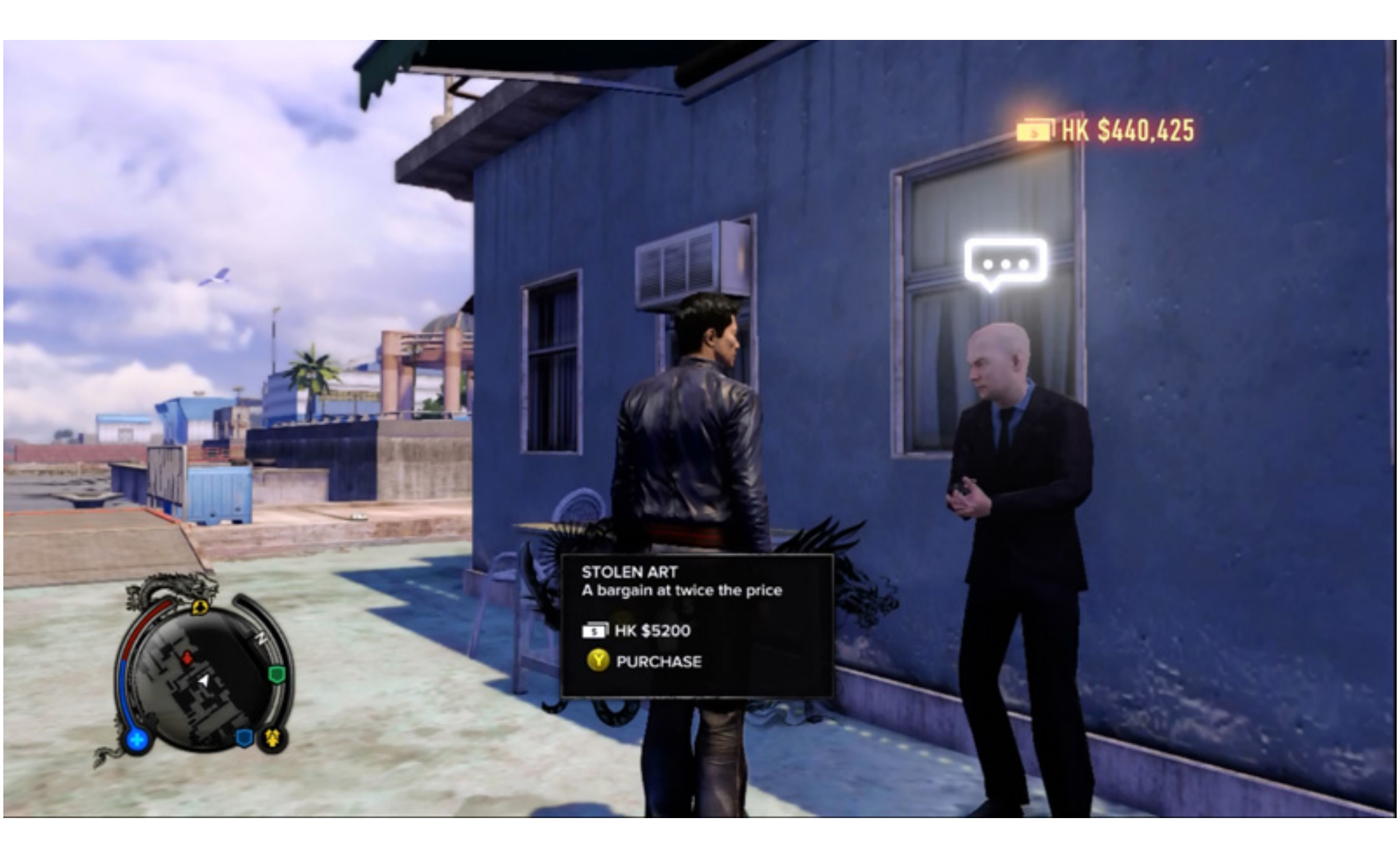
Safehouse Upgrade 15: Awesome Pet Bird



AWESOME PET BIRD
He does not talk, and that is a plus.
HK $3000
PURCHASE

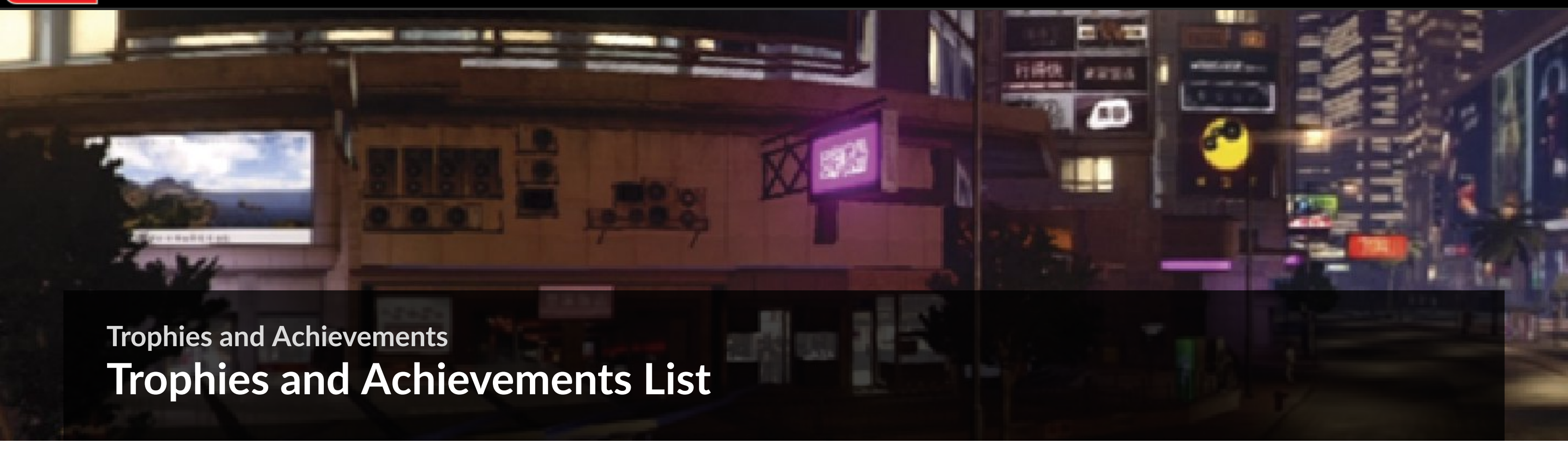
- Cost: HK $3000
- Location: Aberdeen Docks

Safehouse Upgrade 16: Awesome Pet Bird



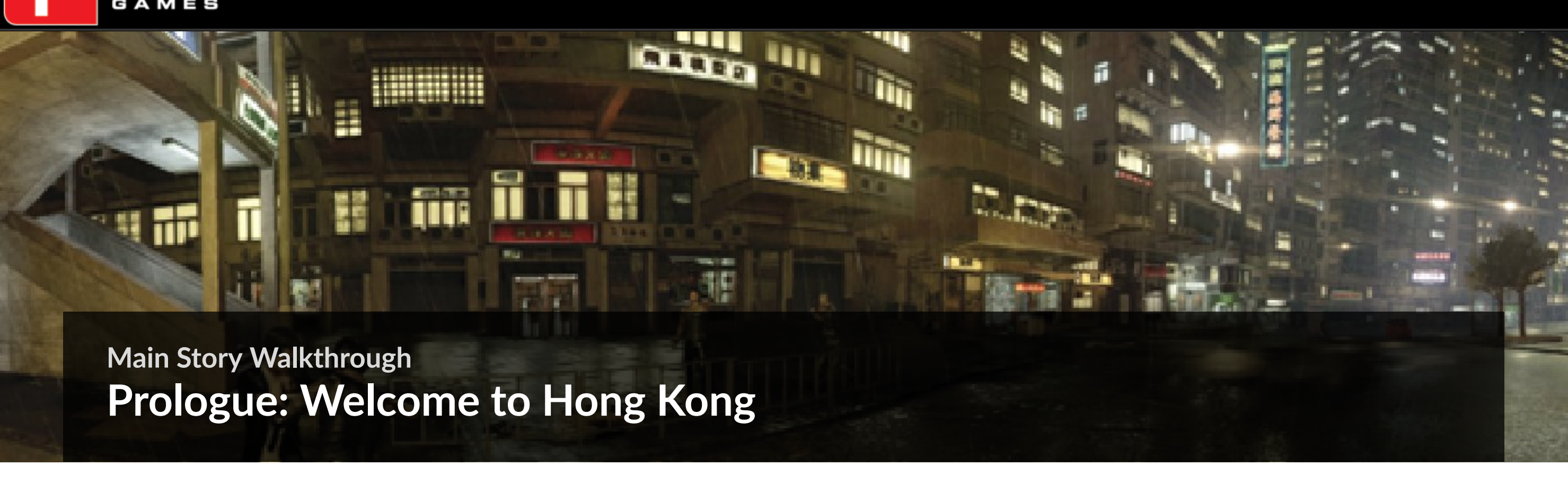
STOLEN ART
A bargain at twice the price
HK $5200
PURCHASE

- Cost: HK $52
- Location: Kennedy Town



Trophies and Achievements List

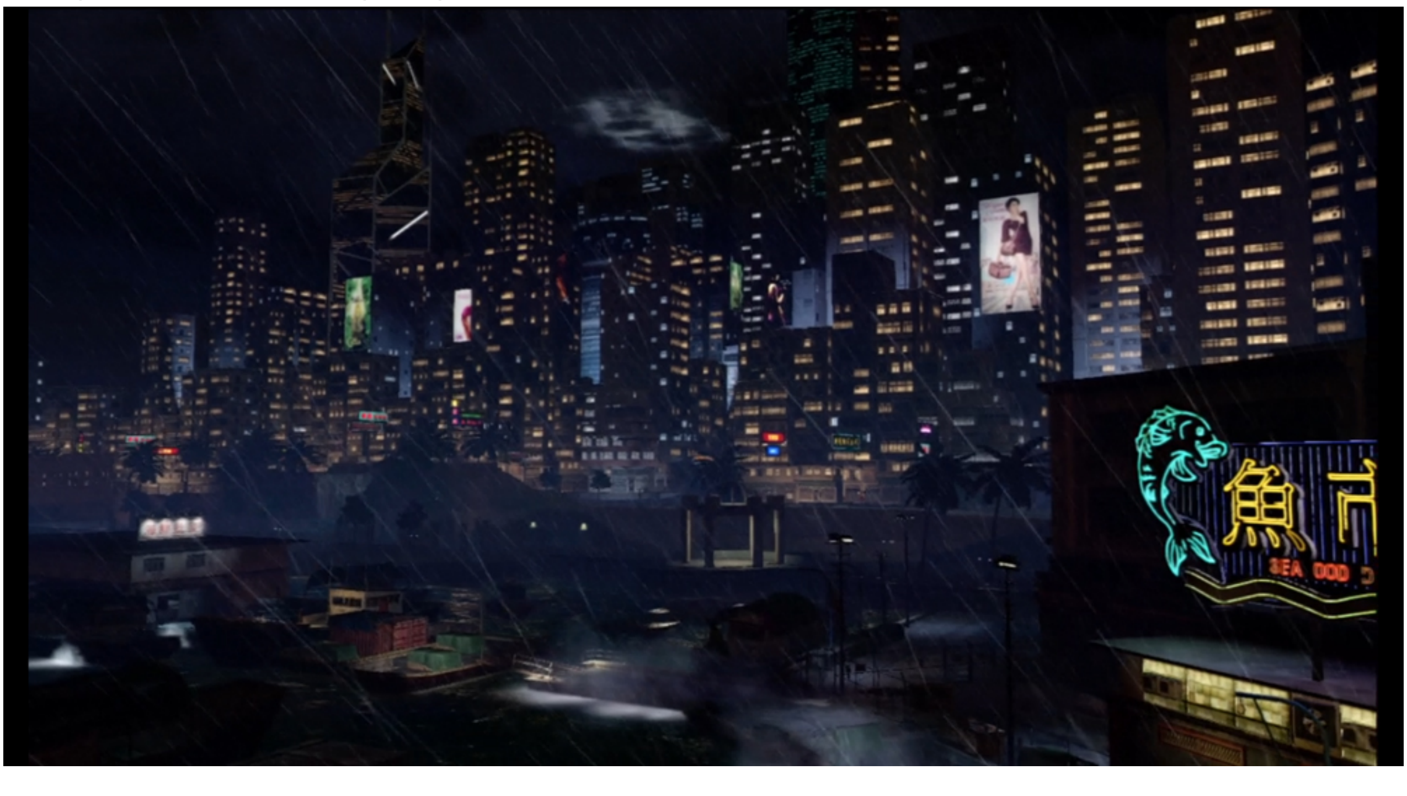
ID	Trophy/Achievement	Description	X360	PS3
0	Hong Kong Legend	Earn all of the Sleeping Dogs trophies to unlock this platinum trophy	N/A	Platinum
1	In With The Gang	Complete Night Market Chase	5	Bronze
2	That'll Show 'em	Complete Payback	20	Bronze
3	A Big Betrayal	Complete Dockyard Heist	35	Silver
4	Big Smiles All Around	Complete Big Smile Lee	50	Silver
5	Minor Face	Achieve Face Level 2	5	Bronze
6	Gaining Face	Achieve Face Level 5	25	Bronze
7	Great Face	Achieve Face Level 10	50	Bronze
8	Fashion Statement	Change all your clothes in your wardrobe or a clothing store	10	Bronze
9	Stuntman	Successfully perform an Action Hijack	5	Bronze
10	A Slap In The Face	Kill someone with a fish	10	Bronze
11	Take A Bite Out Of Crime	Complete a Case	10	Bronze
12	Man About Town	Visit Aberdeen, Central, Kennedy Town and North Point	20	Bronze
13	Foodie	Try 10 different foods or drinks	10	Bronze
14	Environmentalist	Perform 5 unique environmental kills	15	Bronze
15	Gadgetman	Pick a lock, plant a bug, trace a phone, crack a safe, and take over a spy camera.	20	Bronze
16	Safe Driver	Cruise for 2 minutes straight without damaging your car	20	Bronze
17	Gun Nut	Use 10 different firearms to defeat enemies	15	Bronze
18	Whatever's Handy	Use 10 different melee weapons to defeat enemies	15	Bronze
19	Tourist	Win a bet on a cockfight	10	Bronze
20	Infowlable	Win 50,000 on a single cockfight	15	Bronze
21	Kleptomaniac	Hijack 5 trucks and collect their cargo	15	Bronze
22	Sharpshooter	Shoot out a cop car's tires while fleeing in a police chase	25	Bronze
23	Case Closed	Complete all of the cases	30	Silver
24	Mr. Nice Guy	Complete all of the Favors	30	Silver
25	Event Driven	Complete half of the open world events	20	Bronze
26	Event Planner	Complete all of the open world Events	15	Bronze
27	Martial Law	Defeat all 4 Martial Arts Clubs	15	Bronze
28	Wei of the Road	Complete all Street Races	15	Bronze
29	Ultimate Fighter	Unlock ten Triad Upgrades	15	Bronze
30	Super Cop	Unlock ten Cop Upgrades	15	Bronze
31	North Point Scavenger	Unlock every lockbox in North Point	20	Bronze
32	Central Scavenger	Unlock every lockbox in Central	20	Bronze
33	West Side Scavenger	Unlock every lockbox in Kennedy Town and Aberdeen	20	Bronze
34	Bounty Hunter	Complete all of Roland's Jobs	20	Bronze
35	Karaoke Superstar	Score 90% or above for all songs at the Karaoke Bars	10	Bronze
36	Hong Kong Super Hacker	Hack all of the Security Cameras	15	Bronze
37	Fashion Victim	Purchase all clothing	15	Bronze
38	Spiritual Healing	Pray at all of the Health Shrines	15	Bronze
39	Auto Enthusiast	Purchase all vehicles	10	Bronze
40	Slight Silver	Achieve 5 Silver Stat Awards	5	Bronze
41	Substantial Silver	Achieve 15 Silver Stat Awards	15	Bronze
42	Solid Silver	Achieve 30 Silver Stat Awards	35	Silver
43	Strike Gold	Achieve 1 Gold Stat Award	5	Bronze
44	Gold Rush	Achieve 5 Gold Stat Awards	10	Bronze
45	Golden Touch	Achieve 15 Gold Stat Awards	30	Silver
46	Pure Gold	Achieve 30 Gold Stat Awards	60	Gold
47	Rookie	Complete 10% of all missions, cases, favors, events, jobs and races.	10	Bronze
48	Officer	Complete 25% of all missions, cases, favors, events, jobs and races.	15	Bronze
49	Detective	Complete 50% of all missions, cases, favors, events, jobs and races.	35	Silver
50	Chief Inspector	Complete 100% of all missions, cases, favors, events, jobs and races.	75	Gold



Main Story Walkthrough

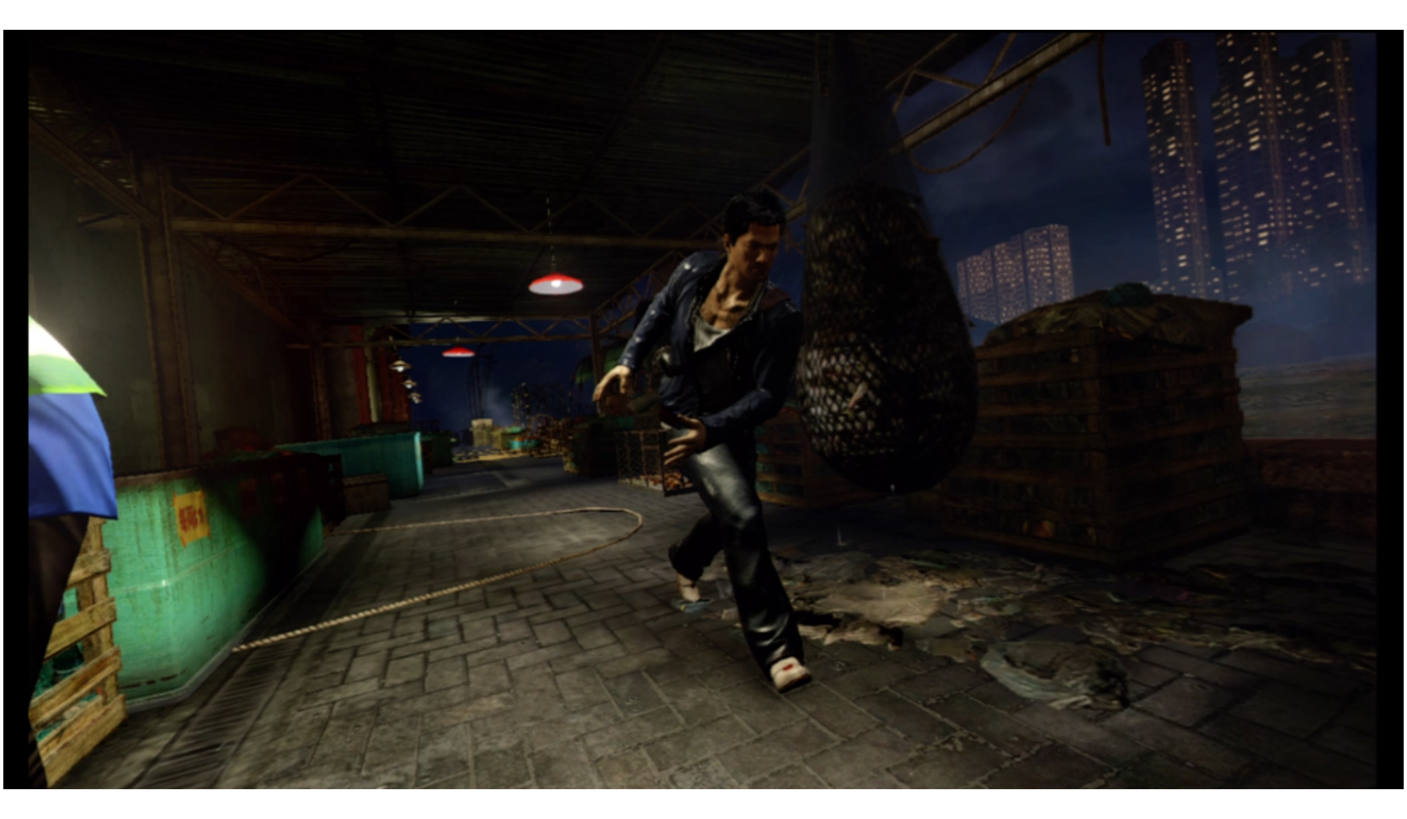
Prologue: Welcome to Hong Kong

Prologue: Welcome to Hong Kong



The weather sucks. The storm is kicking waves onto the docks, but life and business (legitimate or otherwise) still go on. The Hong Kong Police Department is hard at work, tracking down a dangerous criminal offender by the name of Wei Shen as he and a cohort, Naz, make their way to an illicit deal.

The contact for Wei and Naz is a heavyset man with an attitude problem that matches his general appearance. The deal seems to go off smoothly, but the HKPD officers nervously watch an unaffiliated security guard interrupt the deal. Mr. Personality decides to make an example out of the poor man with a pair of vicious slices of his meat cleaver. The HKPD makes its move in hopes of saving the guard. The deal is clearly busted. The buyer takes his cleaver and runs off by himself, while Naz and Wei make their own escape.

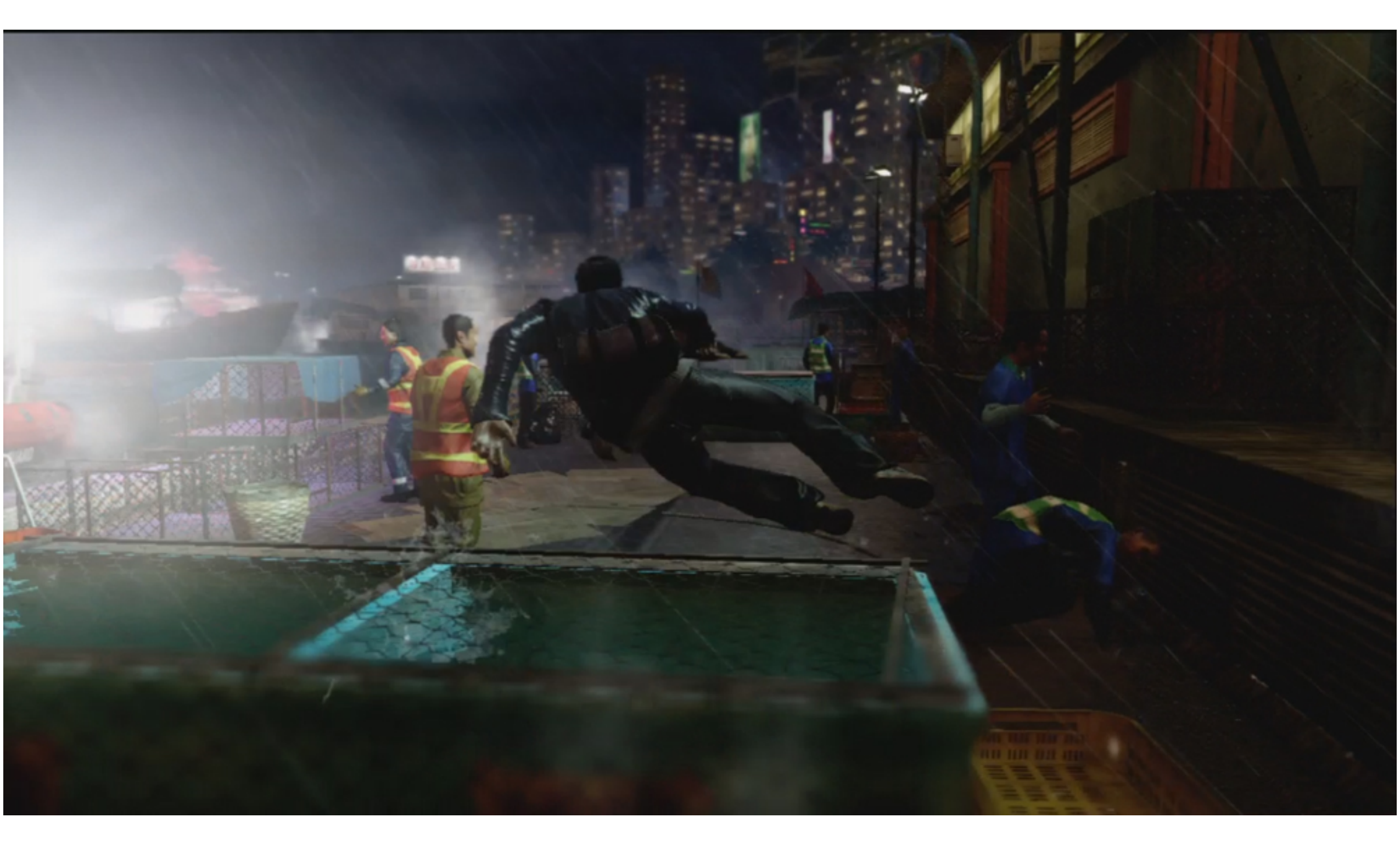


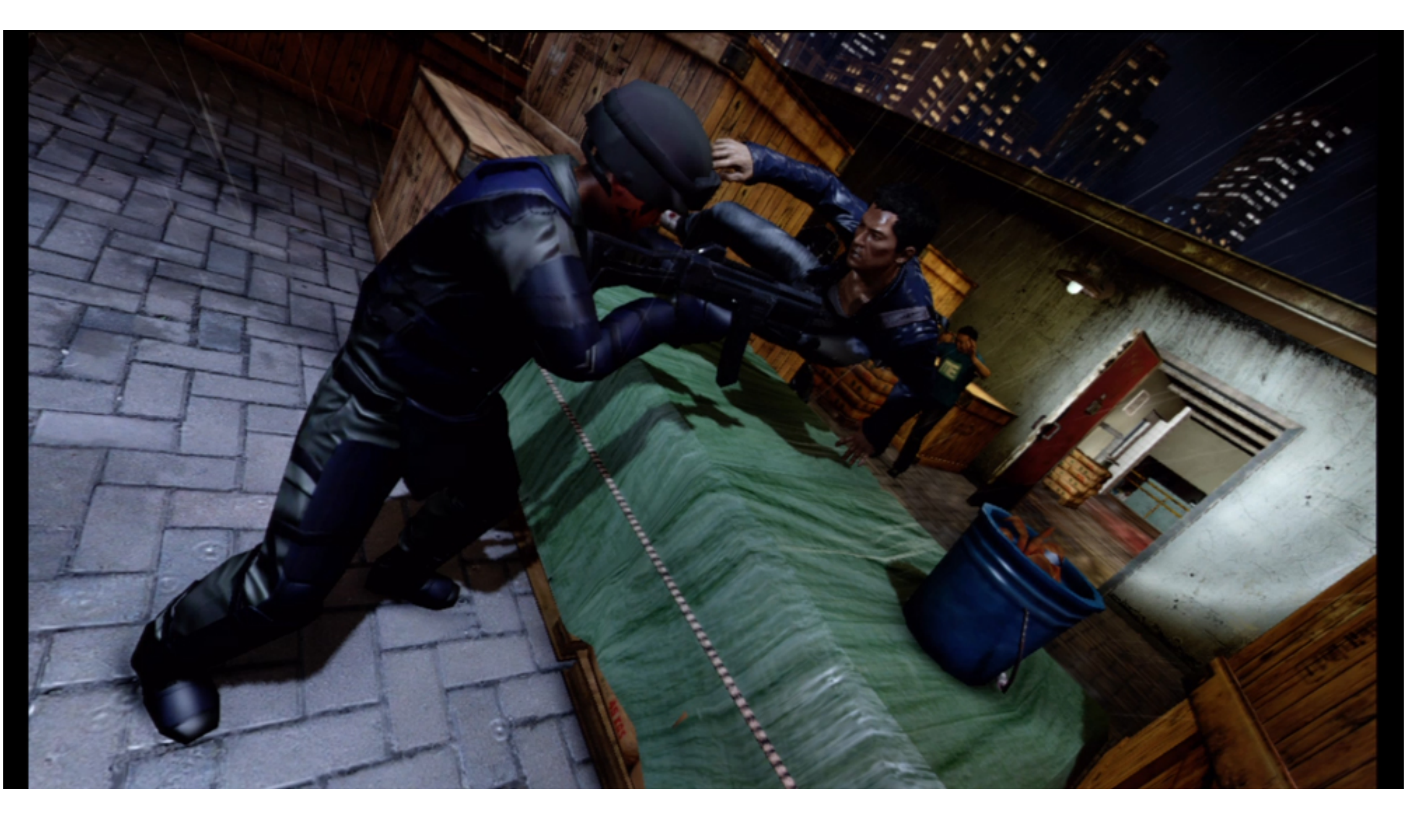
Welcome to the prologue of Sleeping Dogs! For the next few missions you're going to be introduced to the basic movement and combat mechanics of the game in practical terms.

You gain control of Wei Shen as soon as the opening cutscenes are finished. Hold down the Sprint button and follow Naz as best you can. The first obstacle is a set of nets filled with fish hanging from the roof.

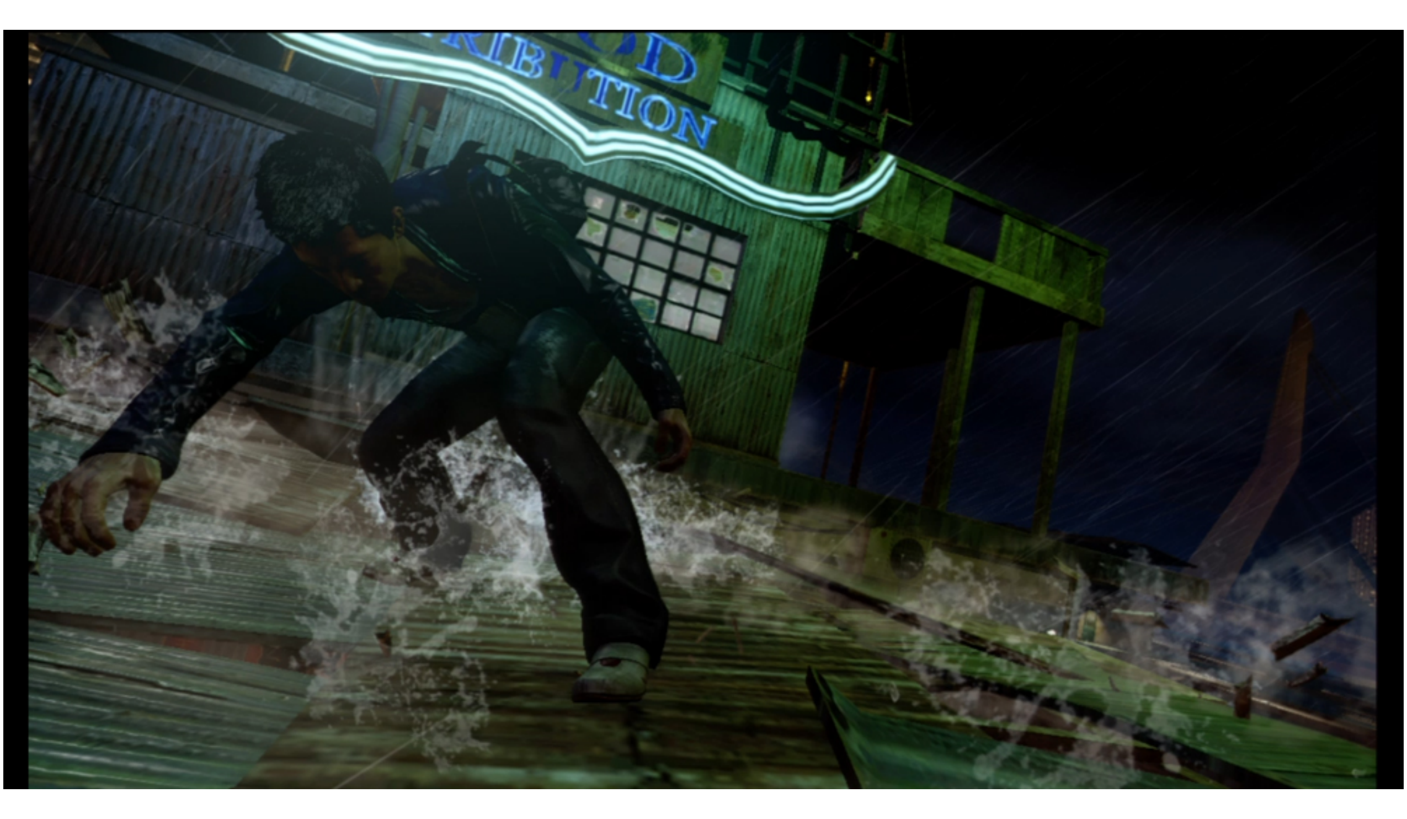
Note

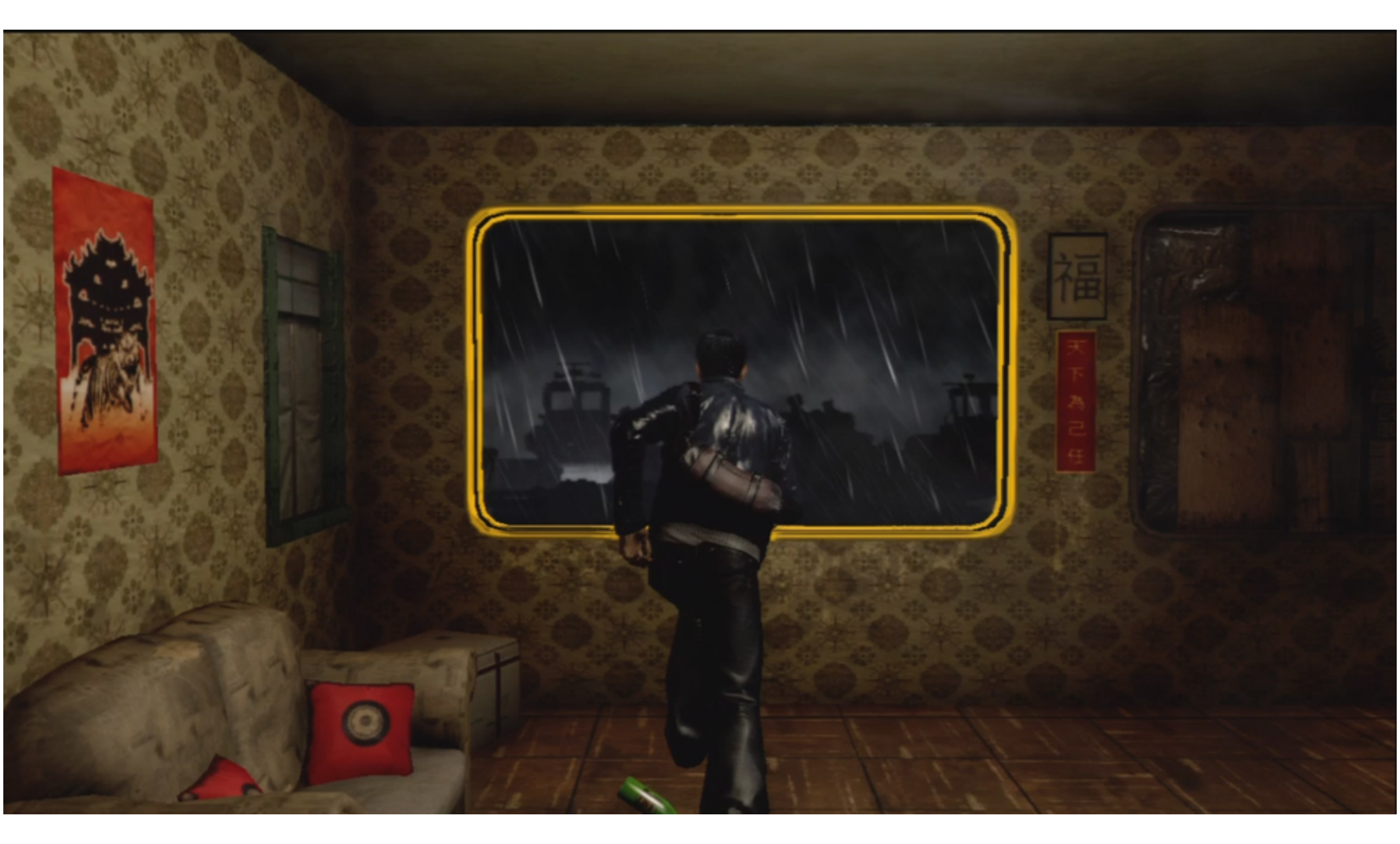
As you move Wei toward the nets, he will try to brush past them, but if you run him head-on into them, Wei will be slowed down. During any sequence when you need to give chase to an enemy or escape on foot, obstacles of any sort, including pedestrians, will slow Wei down if he runs directly into them. Always try to find a clear path.





You eventually pass through a fish processing center, climb up a set of fish tanks, and exit out the back, only to be confronted by an HKPD SWAT member. Naz brushes past, but now the guy is aiming his gun right at you. Action Vault over the obstacle and directly into him to tackle him, then keep moving.



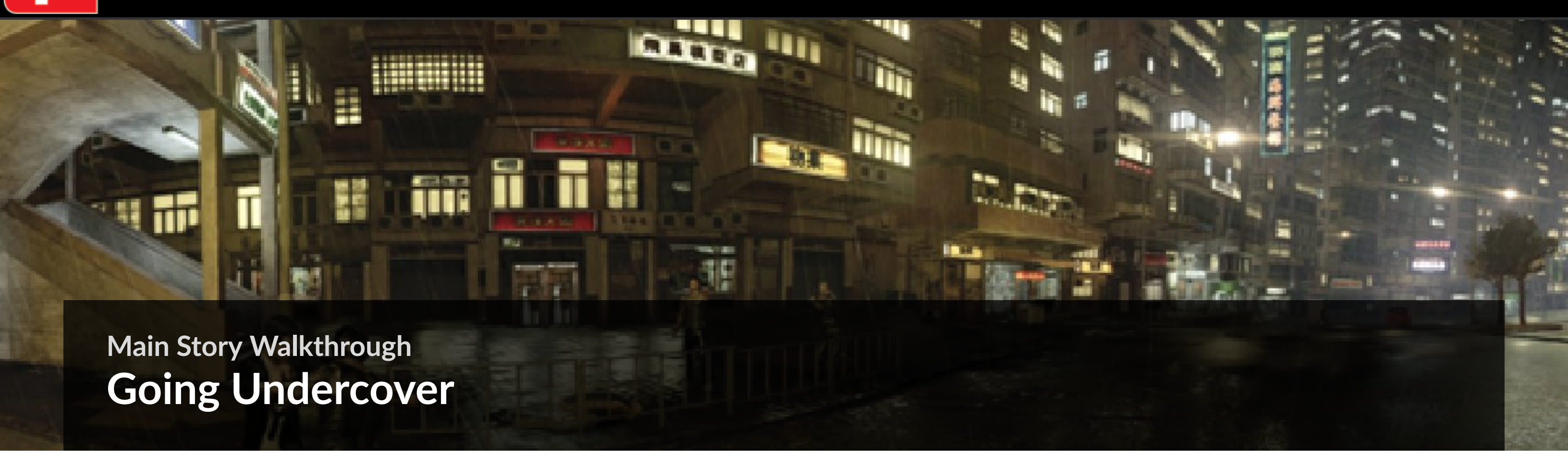


After climbing up to a rooftop, make another flying leap off a neon sign and land hard on a roof that collapses. Naz manages to keep running forward, but now you need to run through a small restaurant, vault over more obstacles, and head toward the flashing window at the far wall.

Escape isn't an option though. A dozen squad cars, with officers pointing their guns at the apartment, greet Wei. Another group barrels into the apartment and confronts him from behind. Wei smartly puts his hands up and lets the police take him into custody without further incident.

In jail, Wei is reunited with a friend from his younger years in Hong Kong's Old Prosperity projects. Jackie Ma is ecstatic to see Wei Shen once more, but the meeting is cut short, as Jackie is called by a guard to be released.

Later, Wei finds himself in an interrogation room. Here we learn Wei Shen's true identity, that of an undercover cop. Superintendent Pendrew introduces Wei to his new handler, Raymond, who will be Wei's primary contact in the HKPD going forward. By meeting with Jackie Ma in jail, Wei Shen has already re-established a crucial link to the Sun On Yee. Raymond has his misgivings regarding Wei Shen's assignment to this mission, but Pendrew rebuffs him. Wei Shen is perfect for the job.



Main Story Walkthrough

Going Undercover

This is a short tutorial on melee combat and flows into your first real mission for Winston Chu, a Red Pole struggling to maintain his status, his territory, and his bid to move up in the Sun On Yee.

Mission Unlocks: Show Some Muscle (Main Story)
Rewards: None

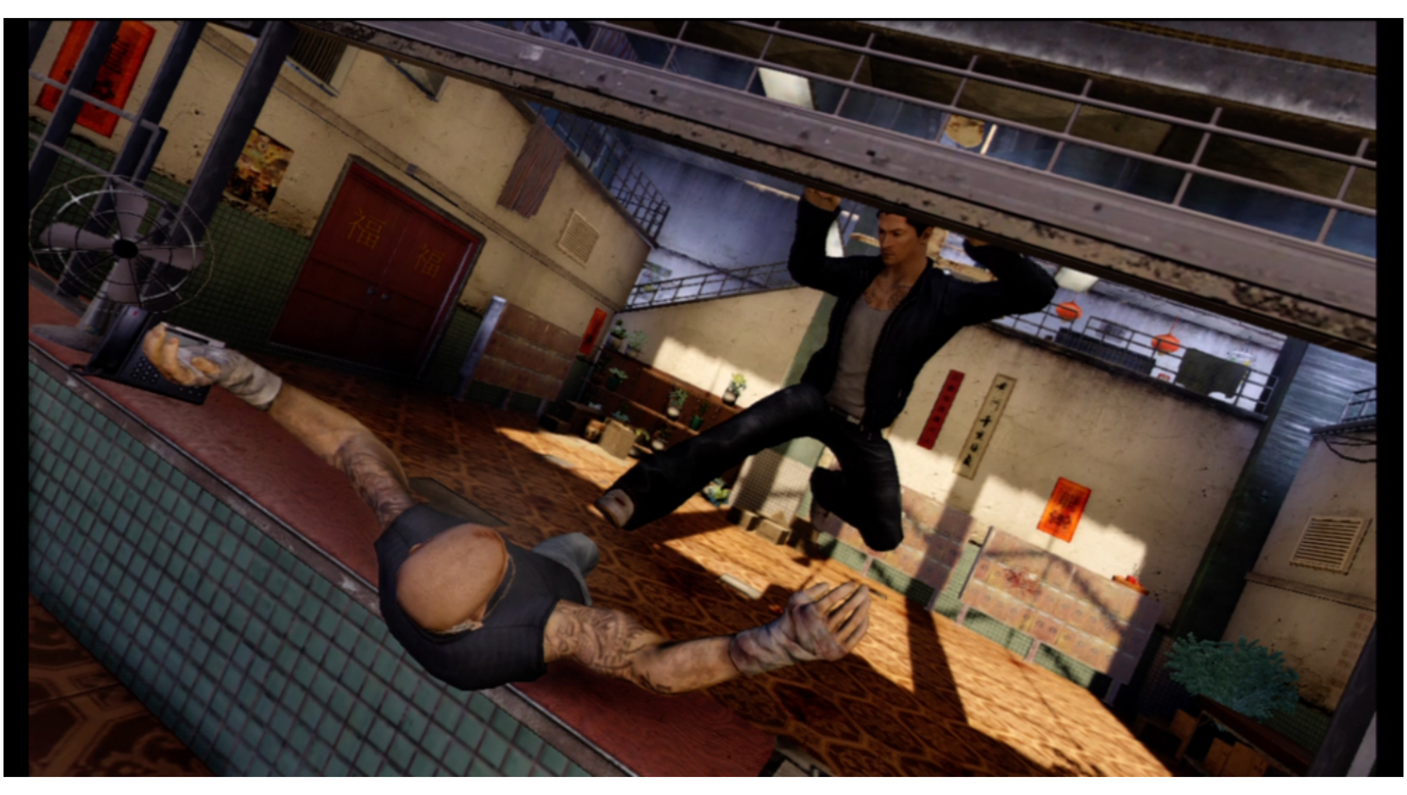
Jackie Ma meets with Wei Shen after Wei's release from jail, and offers to introduce him directly to Winston Chu. Follow Jackie as he explains the recent tension developing within the Sun On Yee. Dogeyes Lin, another acquaintance from Old Prosperity, is also a Sun On Yee Red Pole who has been muscling in on Winston's territory. On top of all that, the Sun On Yee recently discovered a rat within the organization. Despite dealing with him, trust has been broken at nearly every level.

Jackie takes Wei into another building where he stops to hit on a girl he knows, Jiu Mei. Suddenly a group of thugs kick their way into the place and begin giving Jackie and Wei some lip. The leader of this group goes to work on Jackie while his boys surround Wei.

This fight is actually a tutorial in hand-to-hand combat basics, and the thugs will just shove Wei around. Follow the prompts on the screen to use the basic combos available. Eventually, a second group bursts into the room, and you'll need to deal with them accordingly.

Tip

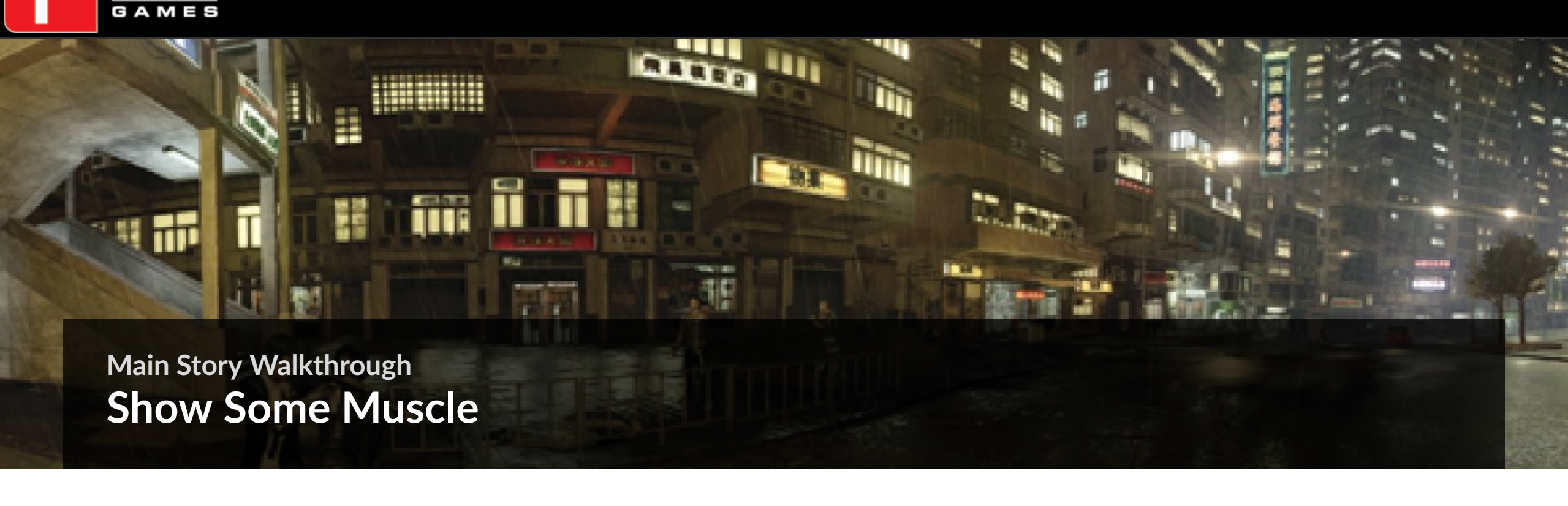
This tutorial is also your first introduction to the Brawler enemy type. Brawlers put up stiff defenses against Melee Strikes, so the best method to deal with them is to use a Grab, and follow it up with Strikes, throws, or any other technique you unlock later in the game. Brawlers will later be marked by a crossed fists icon beneath their feet, surrounded by their life indicator.



After noticing that his sidekicks were summarily destroyed by Wei Shen, the leader takes a break from pounding Jackie senseless and comes after you. Grab him, and take him to the shutter marked in flashing red. Follow the prompted command to slam it down onto his ribcage, ending the fight and sparing Jackie further embarrassment.

Tip

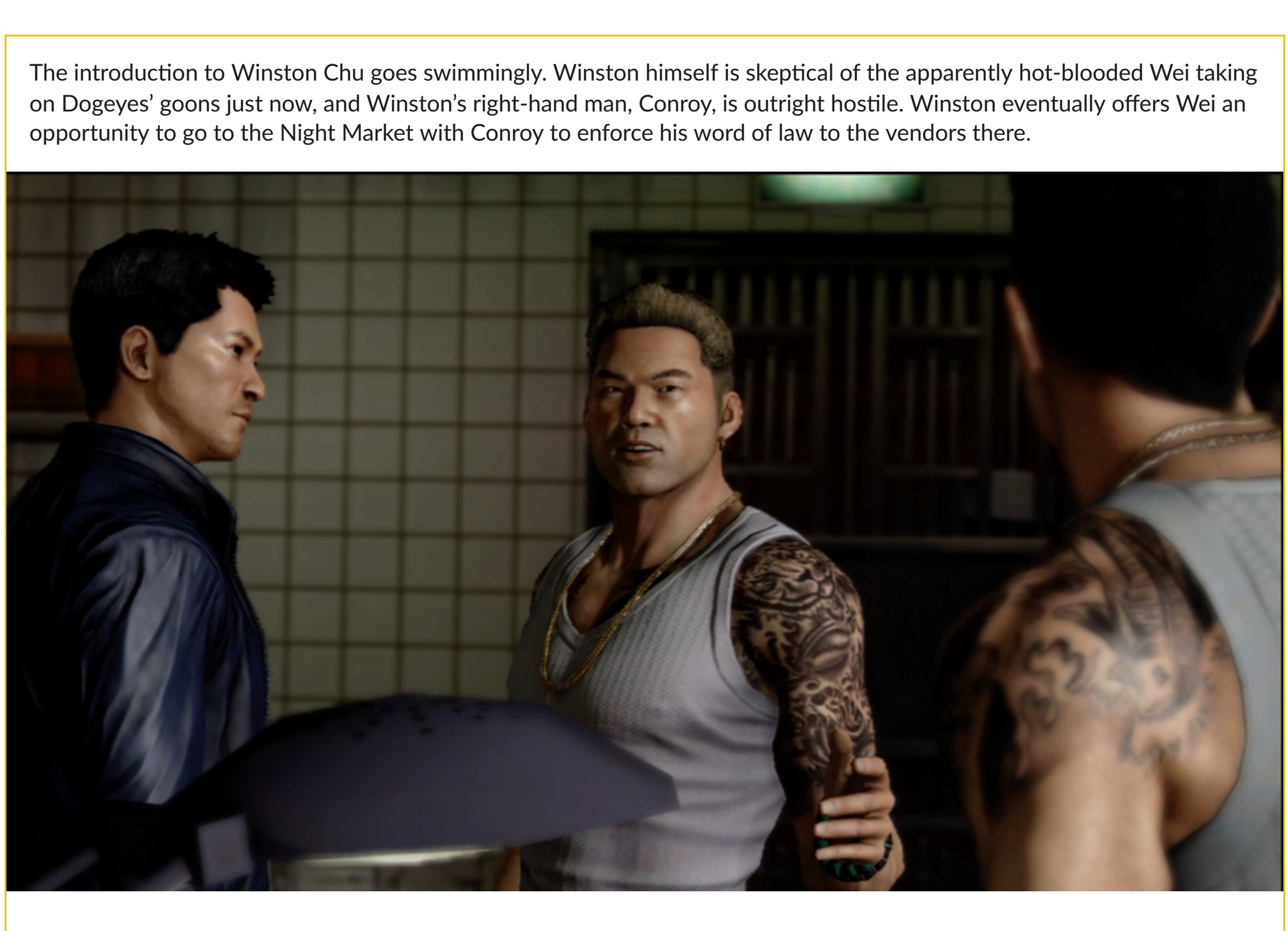
From here onward, after Grabbing an enemy, any environmental hazard that can be used against them will flash red. Use those hazards to your advantage. You can really thin out a group quickly with them.



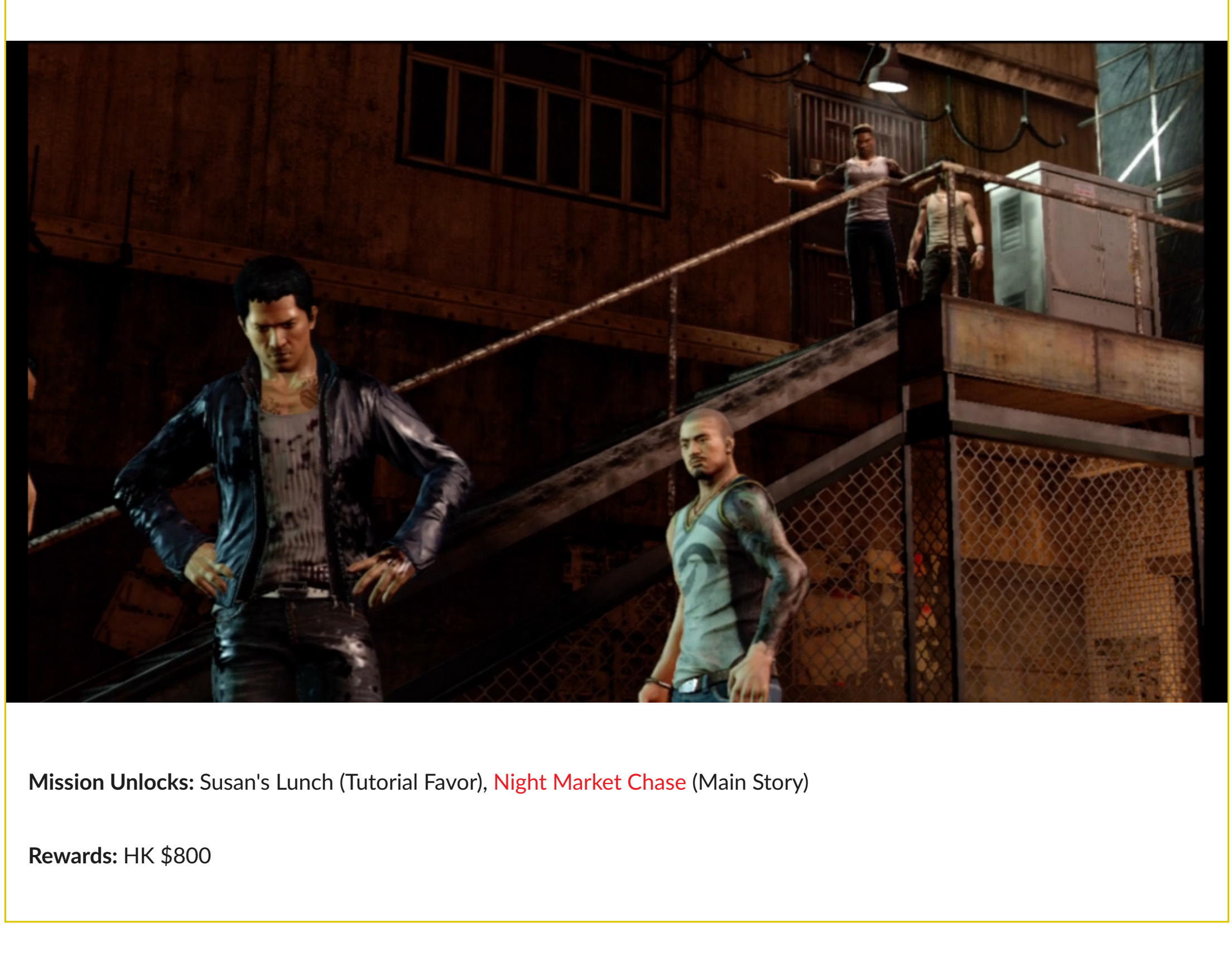
Main Story Walkthrough

Show Some Muscle

The introduction to Winston Chu goes swimmingly. Winston himself is skeptical of the apparently hot-blooded Wei taking on Dogeyes' goons just now, and Winston's right-hand man, Conroy, is outright hostile. Winston eventually offers Wei an opportunity to go to the Night Market with Conroy to enforce his word of law to the vendors there.



Your first real mission for the Sun On Yee is simple protection money collection. The goons sent by Dogeyes have already moved into the Night Market, so this mission will include your first fights without significant handholding. During this mission, there are a couple Lock Boxes, which contain some cash, as well as a Health Shrine, all located along the main route you follow. Make sure to get these things now, just to save yourself the trouble of hunting them down later in the game. The extra cash never hurt anyone either.

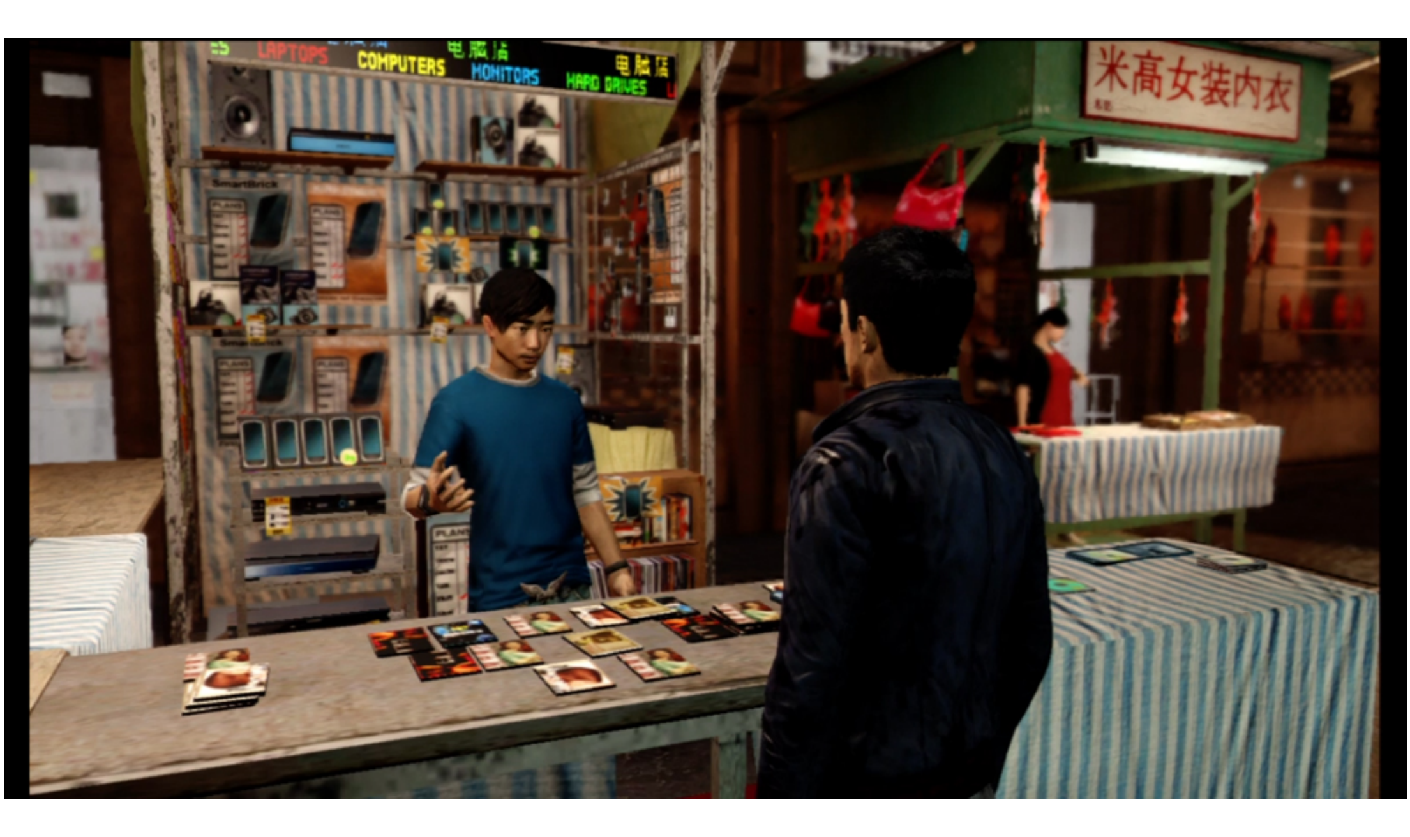


Mission Unlocks: Susan's Lunch (Tutorial Favor), Night Market Chase (Main Story)

Rewards: HK $800

Conroy is less than impressed by Wei, and he sics one of his men on him. This is the start of the Counter tutorial. It's quite simple: Enemies who are highlighted in red are attacking. Press the Counter button at the moment before an attack lands to intercept it and Strike the enemy in return. Eventually, Conroy and another thug join in on the hazing. Concentrate on Countering. Eventually, a timer pops up, telling you to survive for thirty more seconds. Soon enough, Dogeyes Lin approaches, along with another group of his thugs. Winston walks out of the restaurant to investigate the commotion, and after a tense verbal confrontation, Dogeyes leaves. Furious, Winston orders Wei and Jackie to the Night Market to collect protection money from the vendors—and to make an example out of anyone who crosses them.

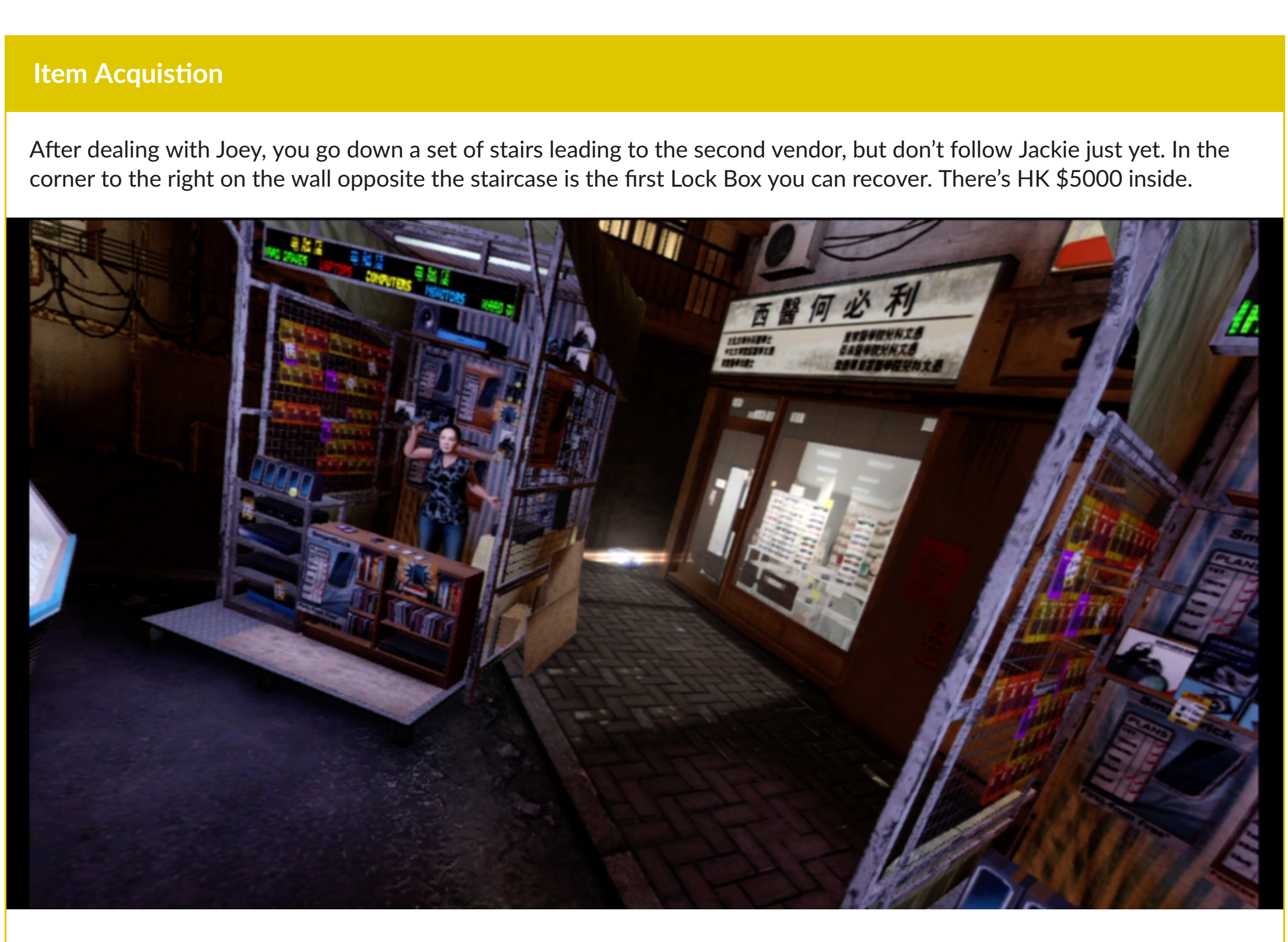
Follow Jackie into the Night Market. During his little chat, you will pass an energy drink vendor and a food vendor. You have some money that you start with, so consider spending some of it on these vendors now. The extra boost can help for the fights coming up.

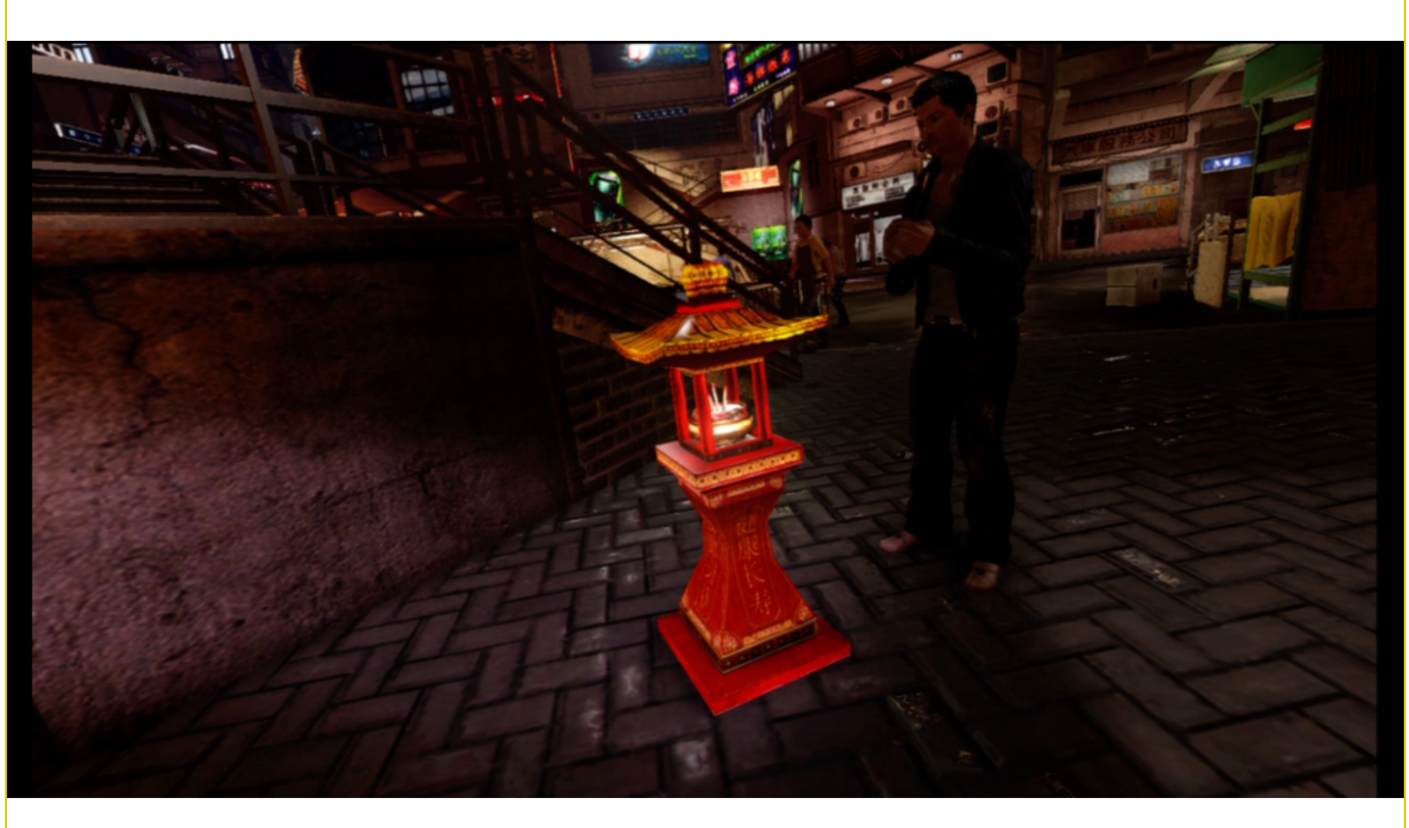


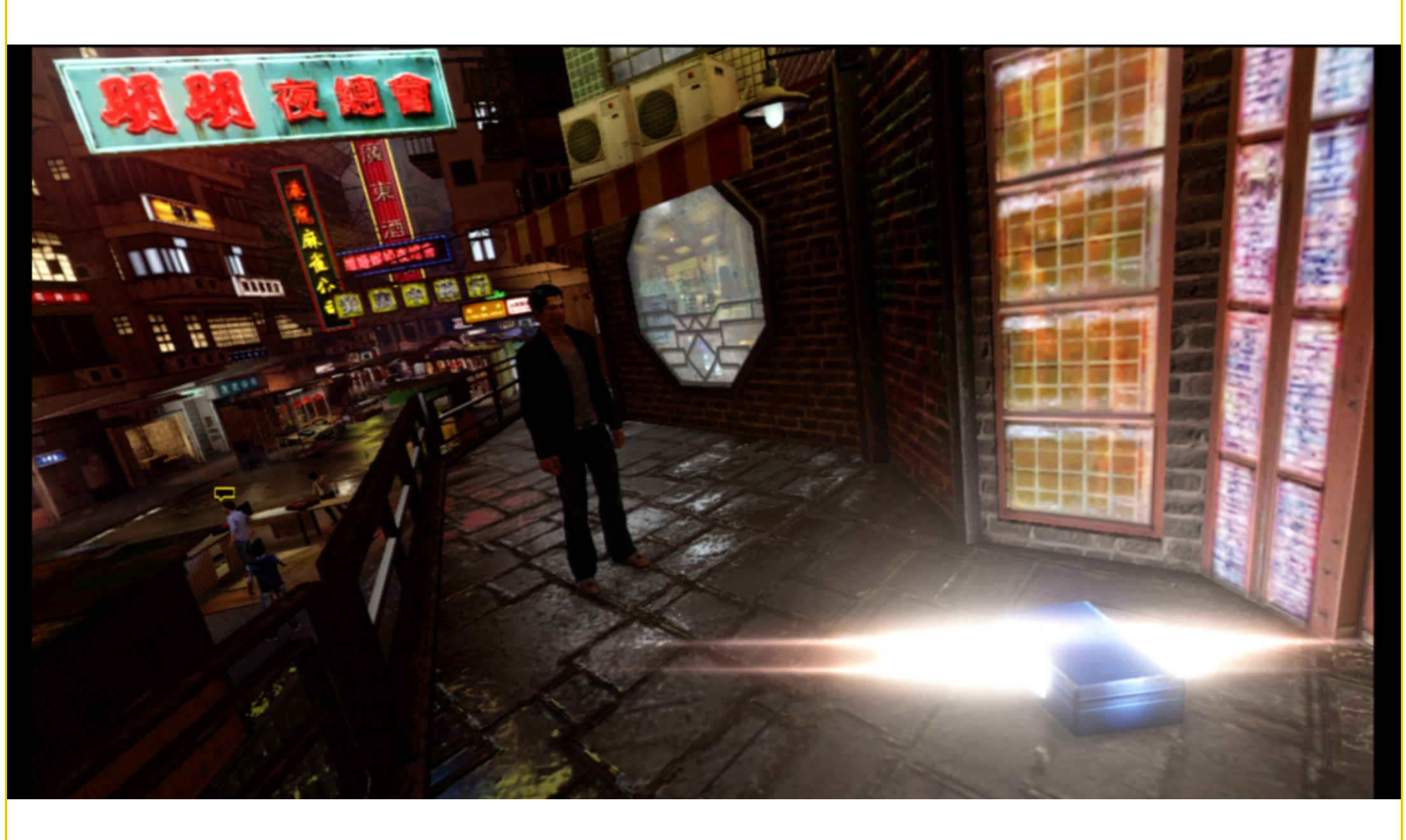
The first vendor you're paying a visit to, Joey Kwan, is a seller of pirated DVDs. Extortion is as simple as walking up to him and pressing the prompted button. Joey is very reasonable and quickly hands over the money without any real fuss. Follow Jackie down the steps into the next section of the Night Market.

Item Acquistion

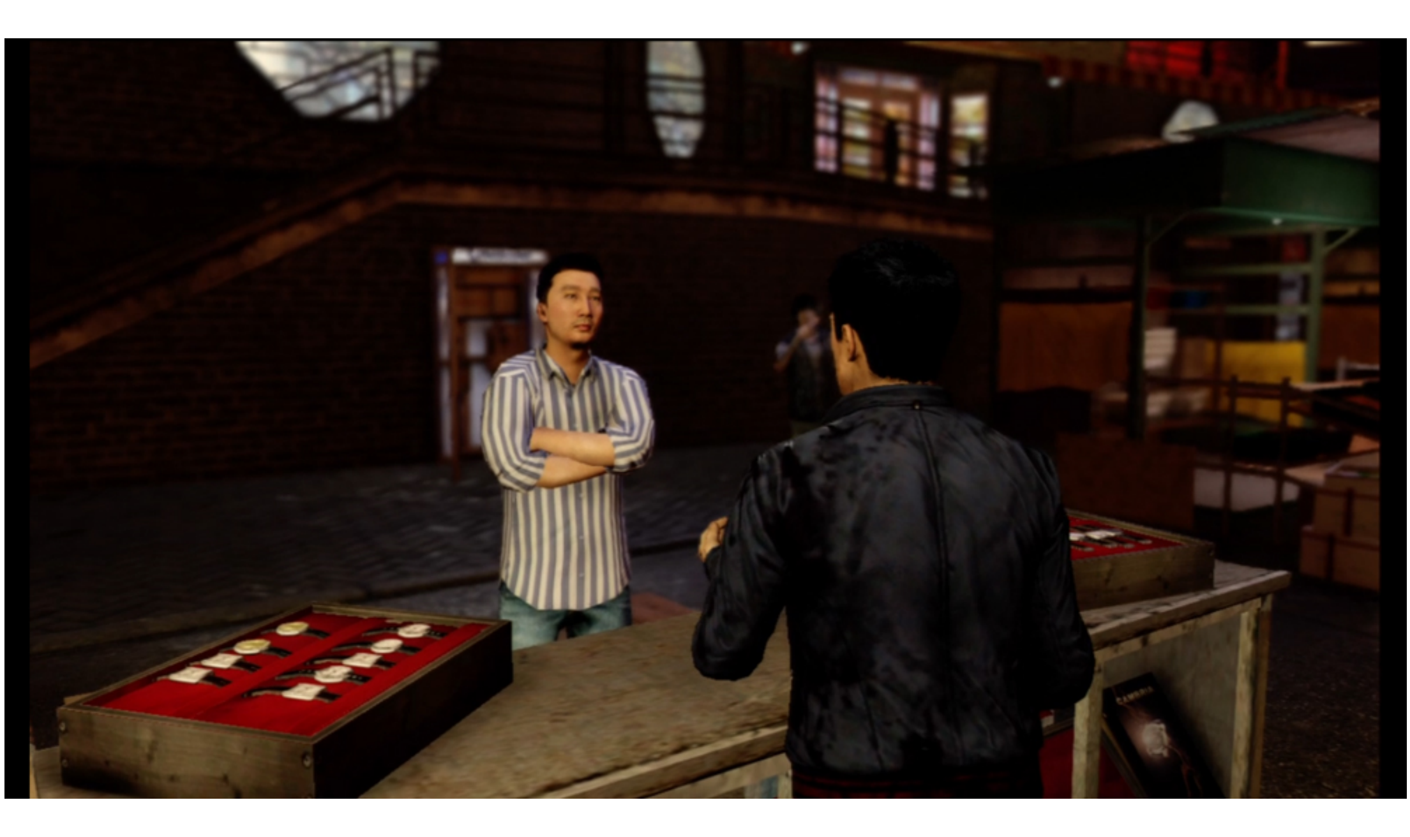
After dealing with Joey, you go down a set of stairs leading to the second vendor, but don't follow Jackie just yet. In the corner to the right on the wall opposite the staircase is the first Lock Box you can recover. There's HK $5000 inside.







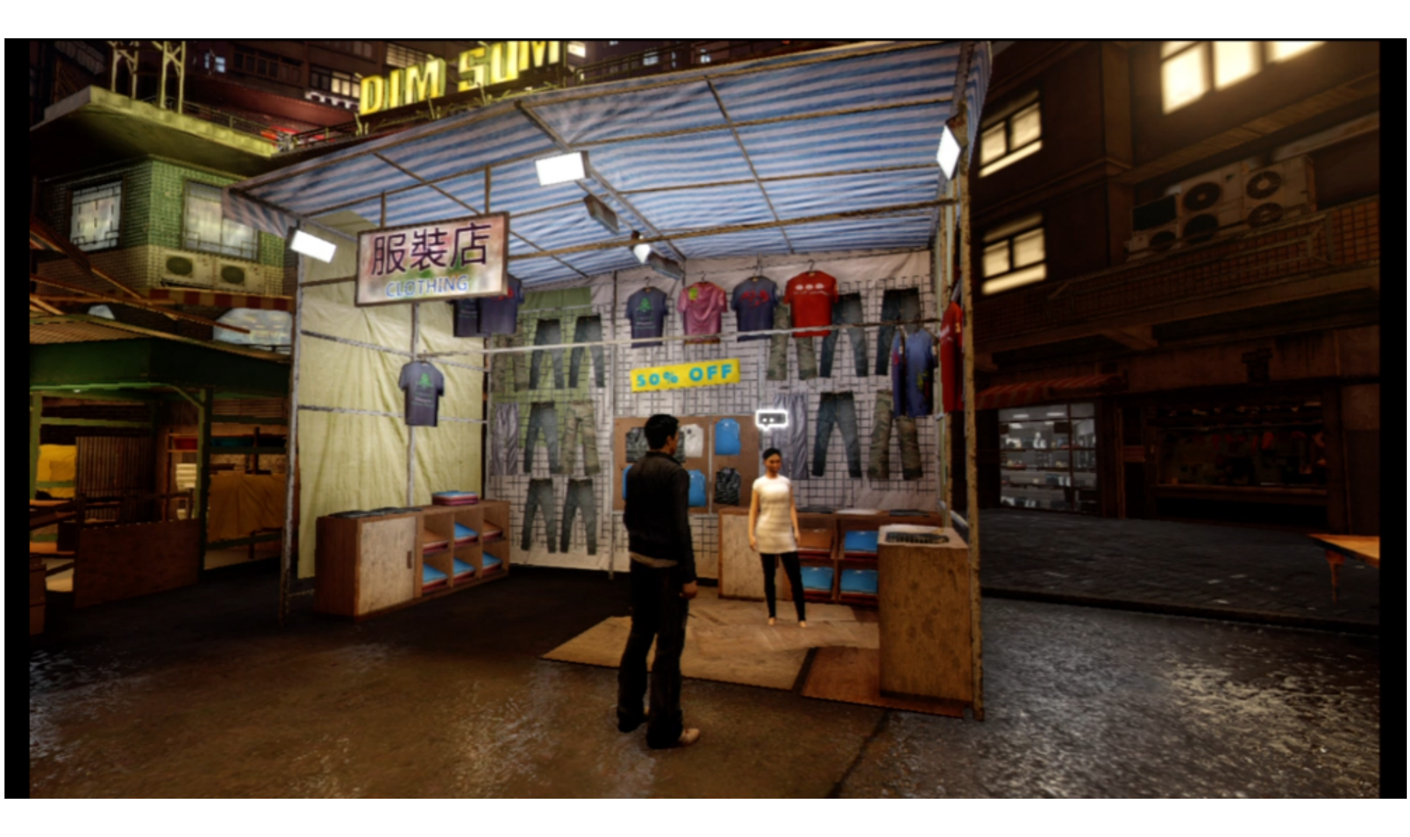
The goods keep flowing. In the area behind the second vendor you extort, a Health Shrine can be found. If you follow the stairway next to the shrine, you can find a second Lock Box on the small balcony, which contains more money and a piece of clothing. Not a bad start to your life in the Sun On Yee!



The second vendor is a little less cooperative. He's got a flunky close by who tries to show you the way out. Make an example out of him by using the nearby telephone booth. The watch vendor will see reason.

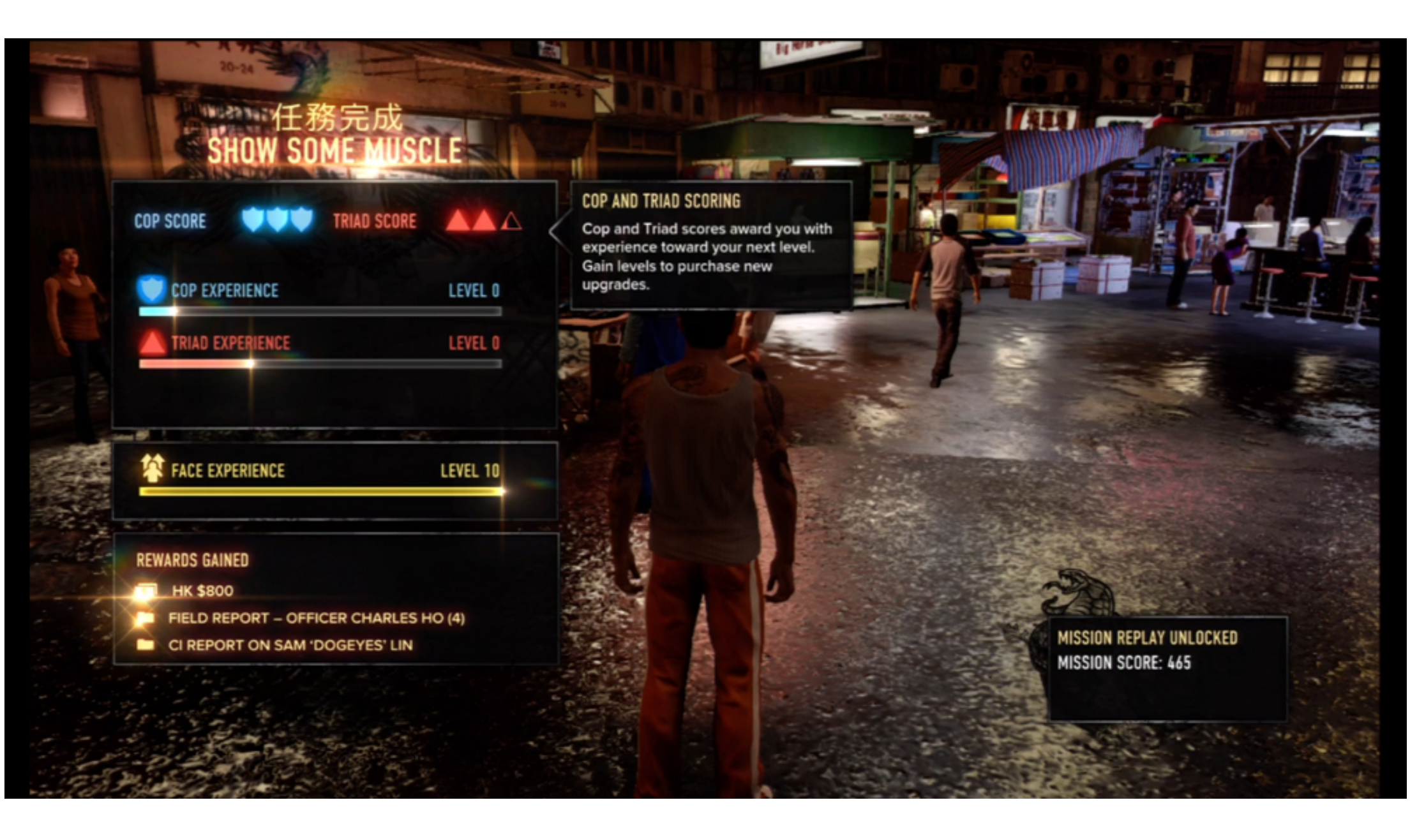
The produce vendor you visit next has a bigger attitude problem, probably built up by the fact that he's got a half dozen of Dogeyes' goons at his beck and call. This is your first fight against multiple aggressive opponents, and it's not to be taken lightly. They will try to surround you and Jackie, and they don't all wait their turn conveniently to strike. Use environmental Grapples and Counters freely, and aim to be as brutal as possible. Remember, you gain Triad points for being more violent in combat, as well as for avoiding taking damage. Once the thugs are taken down, collect from the produce vendor.

The butcher you're to collect from next is having troubles of his own. Members from Dogeyes' crew are beating on him, demanding payment. As before, watch for opportunities for environmental Grapples, and punish these idiots as harshly as possible for daring to screw around in Winston's Night Market. The butcher is grateful for the assistance and offers his payment without any trouble.



Afterwards, Jackie insists that you get outfitted with new clothes that show your loyalty to Winston's crew. Follow him to the clothing store. Here, you can earn your first clothing set buff by picking out the right shirt, pants, and shoes. If you picked up the Lock Boxes from earlier, this should be no problem. The Thug Set I adds 5% melee damage to Wei's techniques.

Dressed for success, follow Jackie until you run into Conroy, who still insists on giving Wei crap for being the suspicious new guy who may or may not be an undercover cop. The mission ends after Conroy drags Jackie off to do some business.



HK $800
FIELD REPORT – OFFICER CHARLES HO (4)
CI REPORT ON SAM 'DOGEYES' LIN

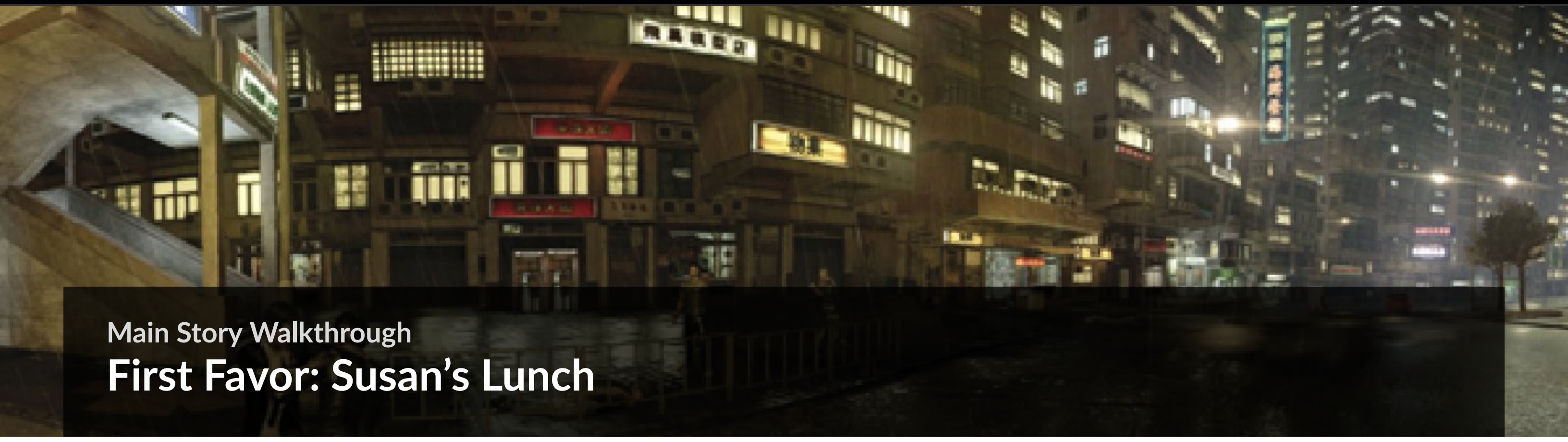
Cop and Triad scores award you with experience toward your next level. Gain levels to purchase new upgrades.

MISSION REPLAY UNLOCKED
MISSION SCORE: 465

Your first rewards screen! After every mission, side job, or favor you do for an NPC, this screen will pop up, showing what you've earned in terms of money, Face points, Triad points, and Cop points. The mission ends near a woman named Susan, who has a favor to ask of you.

Note

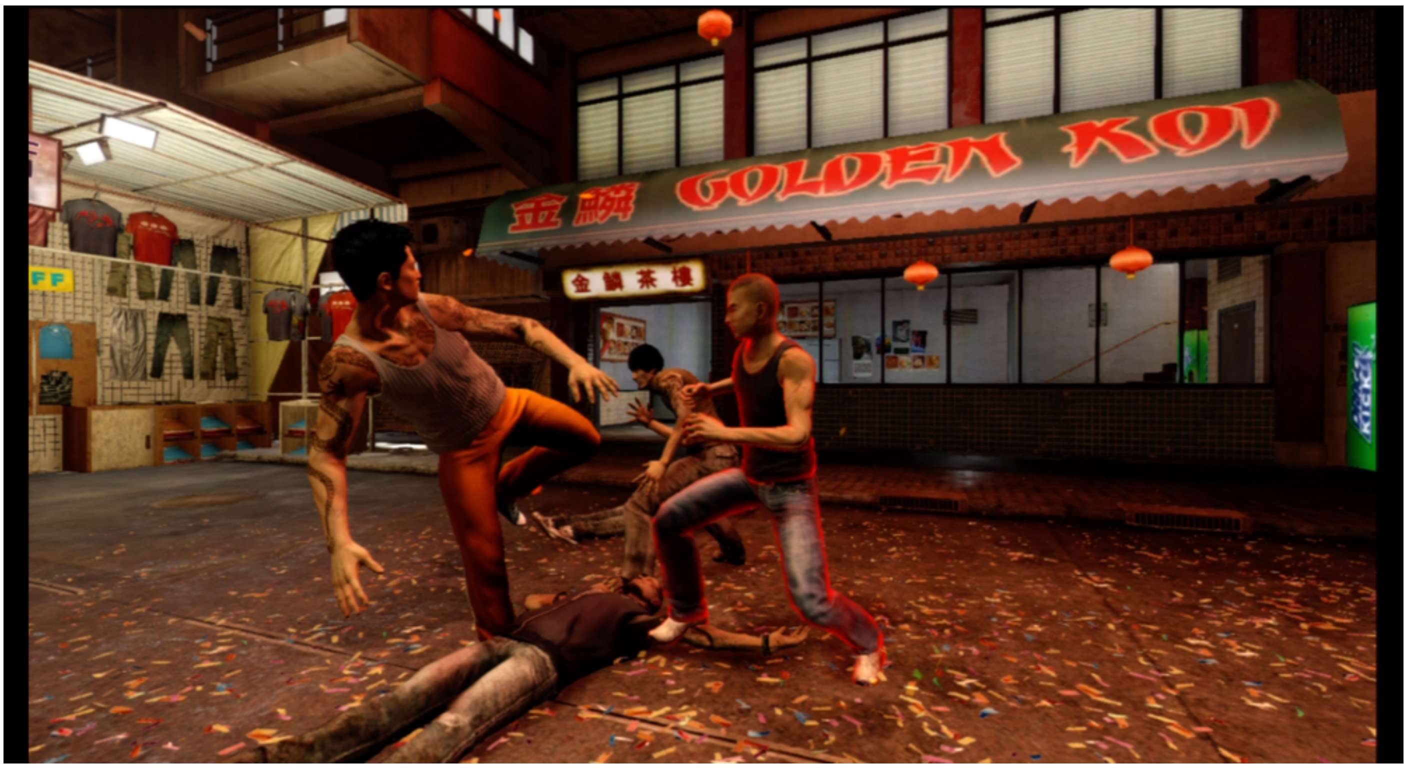
Favors aren't always story related per se, but they provide additional money and Face points, so there's no reason not to do them.

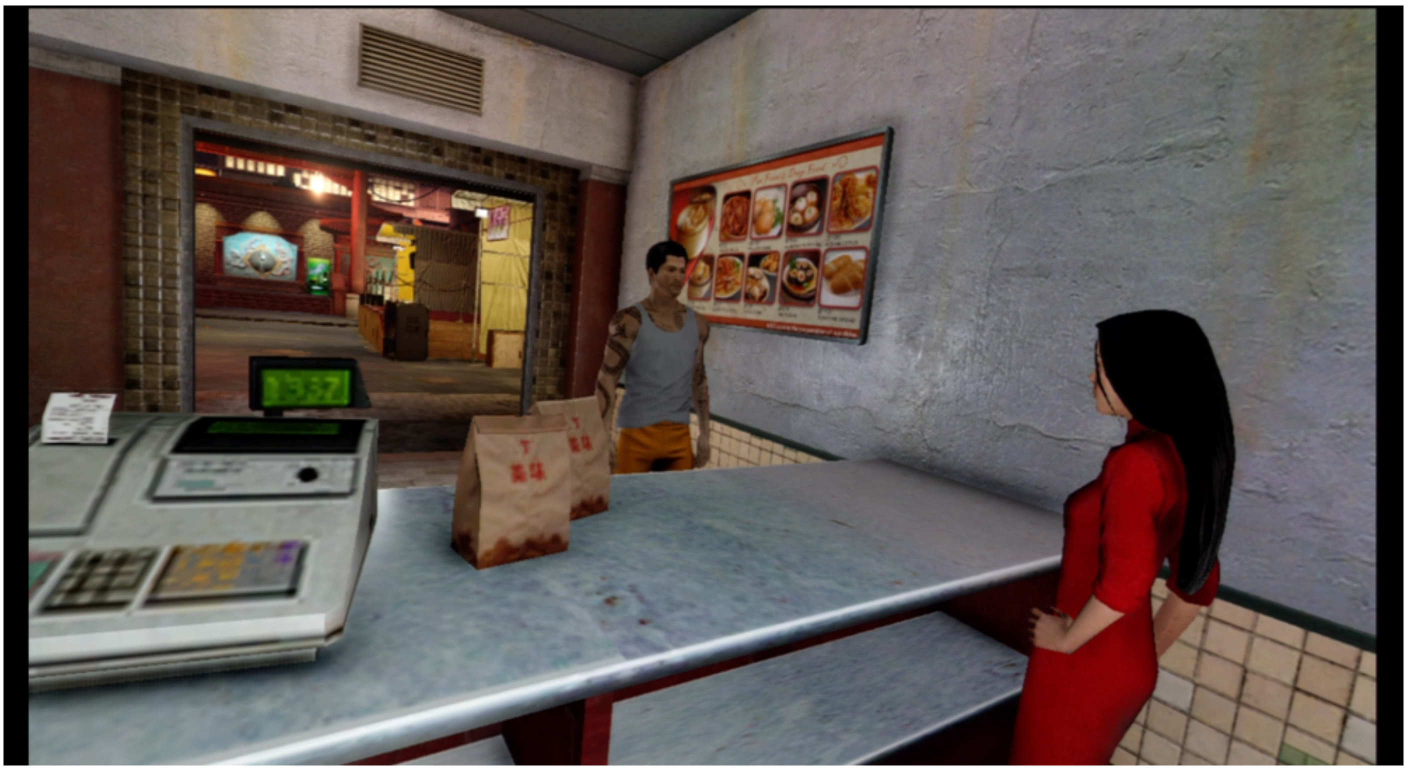


Main Story Walkthrough

First Favor: Susan’s Lunch

First Favor: Susan’s Lunch

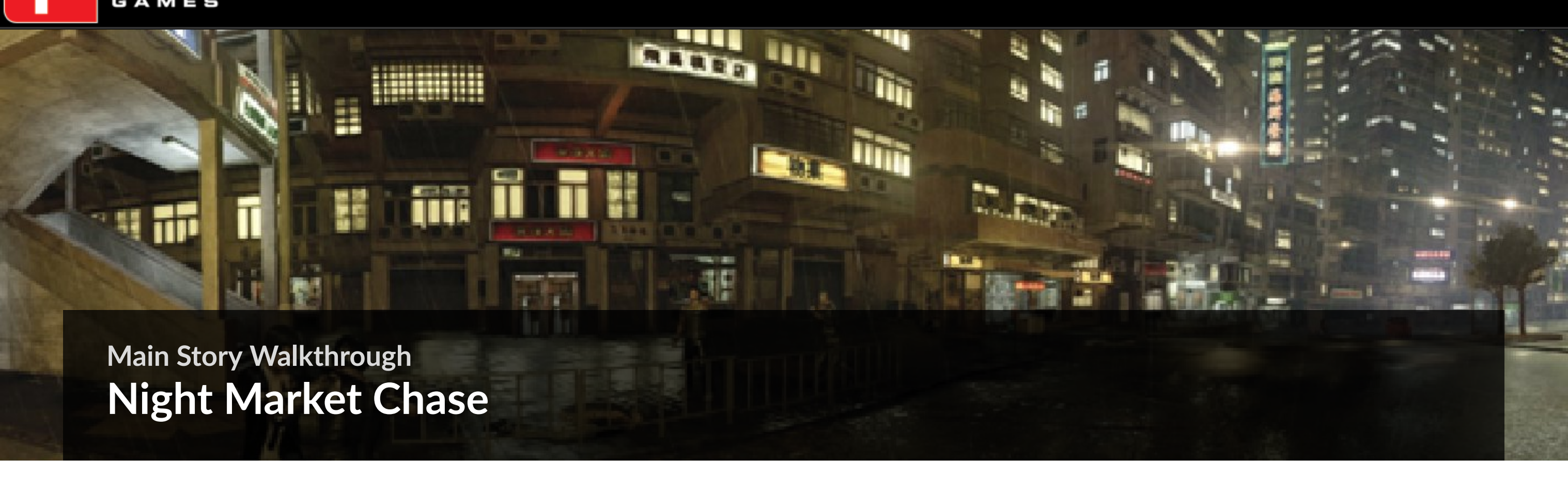




Susan, the vendor calling for you after your confrontation with Conroy, wants you to take payment for her lunch back to Mrs. Chu’s restaurant. It’s a simple jog back to where you started the previous mission. Things are complicated by a hoard of Dogeyes’ men waiting for you there. Once you beat them all into submission, you can enter the restaurant and pay for Susan’s lunch. Afterwards, a green icon will direct you deeper into the restaurant to talk with Winston about some more work.

The most important aspect of this favor is that it unlocks the Face Meter. Face is built up during combat, allowing you to briefly regenerate your health completely while the meter is in its active state after being filled. Face points earned after favors and missions contribute to your Face level, which unlocks special passive benefits for Wei Shen.

Rewards: HK $200, Field Report - Winston Chu



Main Story Walkthrough

Night Market Chase

Winston needs Wei as an enforcer, and the target this time is Dirty Ming, who has flipped sides to join with Dogeyes' crew, selling drugs to make a tidy profit all the while abusing the protection Winston provided. Winston wants Wei to set Ming straight by beating some loyalty back into him.

This mission involves a foot race to chase down Ming, and a pair of set piece fist fights against some persistent thugs. Make sure you're good to go on energy-regenerating food, and buy another energy drink if your current buff is wearing out. This is your final mission before being set loose in all of Hong Kong. After this, you'll have a lot more than just the Night Market to explore.

Mission Unlocks: Stick Up and Delivery (Main Story), Popstar (Case One)

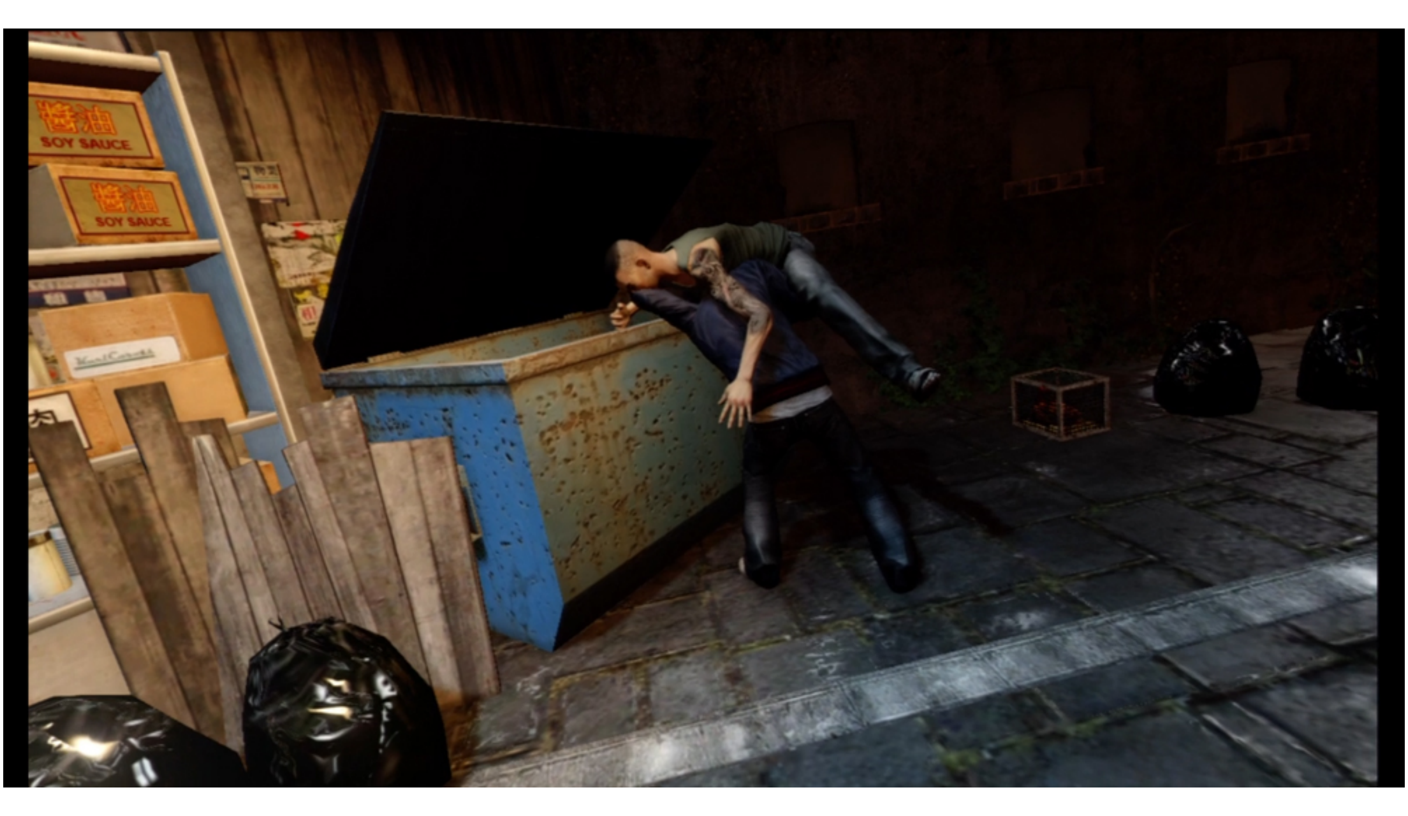
Job and Minigame Unlocks: Cockfighting (Minigame)

Favor Unlocks: Pay Hospital Bills, Fashion Advice, Ting's T-Shirt, Cheaters Never Prosper, A Quiet Drive

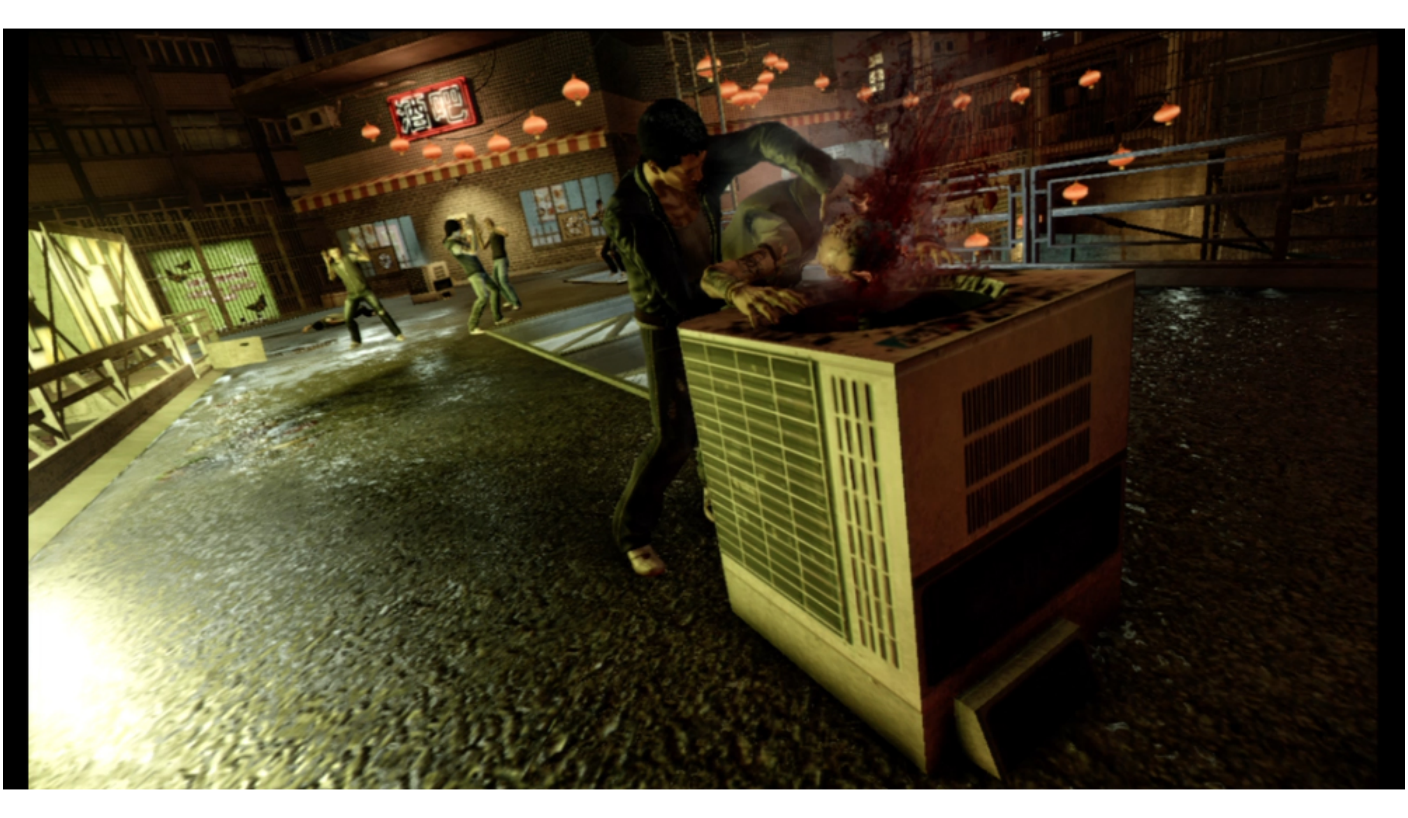
Rewards: 270 DX Motorcycle, CI Report on Sam "Dogeyes" Lin, North Point Apartment

Once you leave Mrs. Chu's restaurant, go back into the Night Market. A yellow indicator will pop up on your HUD, telling you where you need to go to next: the DVD vendor. He lets you know that he saw Ming just a few minutes before you arrived. Follow the nav point to confront Ming.

It's a short conversation, as Ming knows what you're there for. He bolts right away and the chase is on. As with all chases, try to stick as close to the target as possible, and make sure you're spot on with your Action Vaults over obstacles. Avoid hurting civilians as best as you can during the chase. Ming will try to climb up walls and make crazy jumps in an effort to escape Wei.



Ming eventually leads you to an apparent dead end, where a group of Dogeyes' thugs await. After beating all but one thug into submission, the last one holds his arms up in surrender. Grab him and throw him into the nearby dumpster. Continue to give chase to Ming by climbing up the dumpster, and then up a series of storage lockers to reach the roof of the building. Ming then sics a large group of thugs on you.

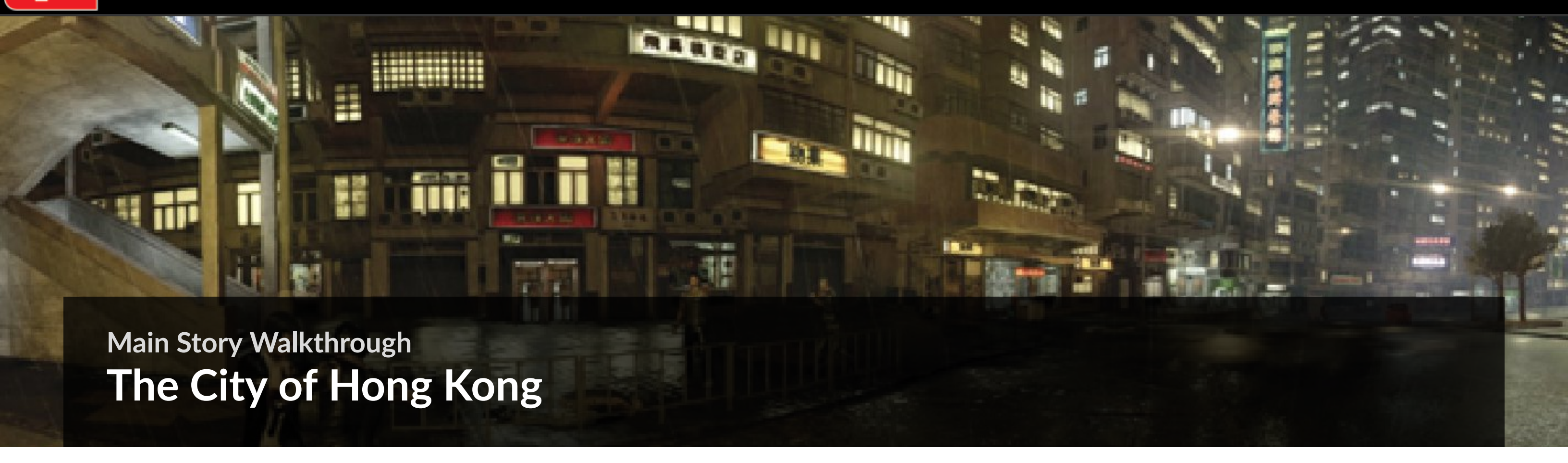


There are a lot of environmental hazards to take advantage of, so don't hesitate to do so. Air conditioning units, dust vents, glass on the rooftop—all of it can take out a goon right away. Ming stands off to the side, shouting encouragement to his men, but declining an invitation to dance for the moment.

With no one left to defend him, Ming actually steps up. He's not a complete joke, and comes armed with a knife. This will force you to change your entire strategy. As a rule, any enemy wielding a weapon cannot be Grappled. They will often just shrug it off, and at worst they'll also hit you with their weapon in the process. Let Ming come to you, concentrate on Countering his attacks, and then open up on him. Any time you knock him to the ground, make sure you throw in some extra kicks while he's lying there, and don't try to pick him up!

After winning the fight, a cutscene begins. Wei insists that Dirty Ming remembers where his loyalties should lie before he knocks Ming out. Police arrive on the scene of the fight, and Wei is arrested.

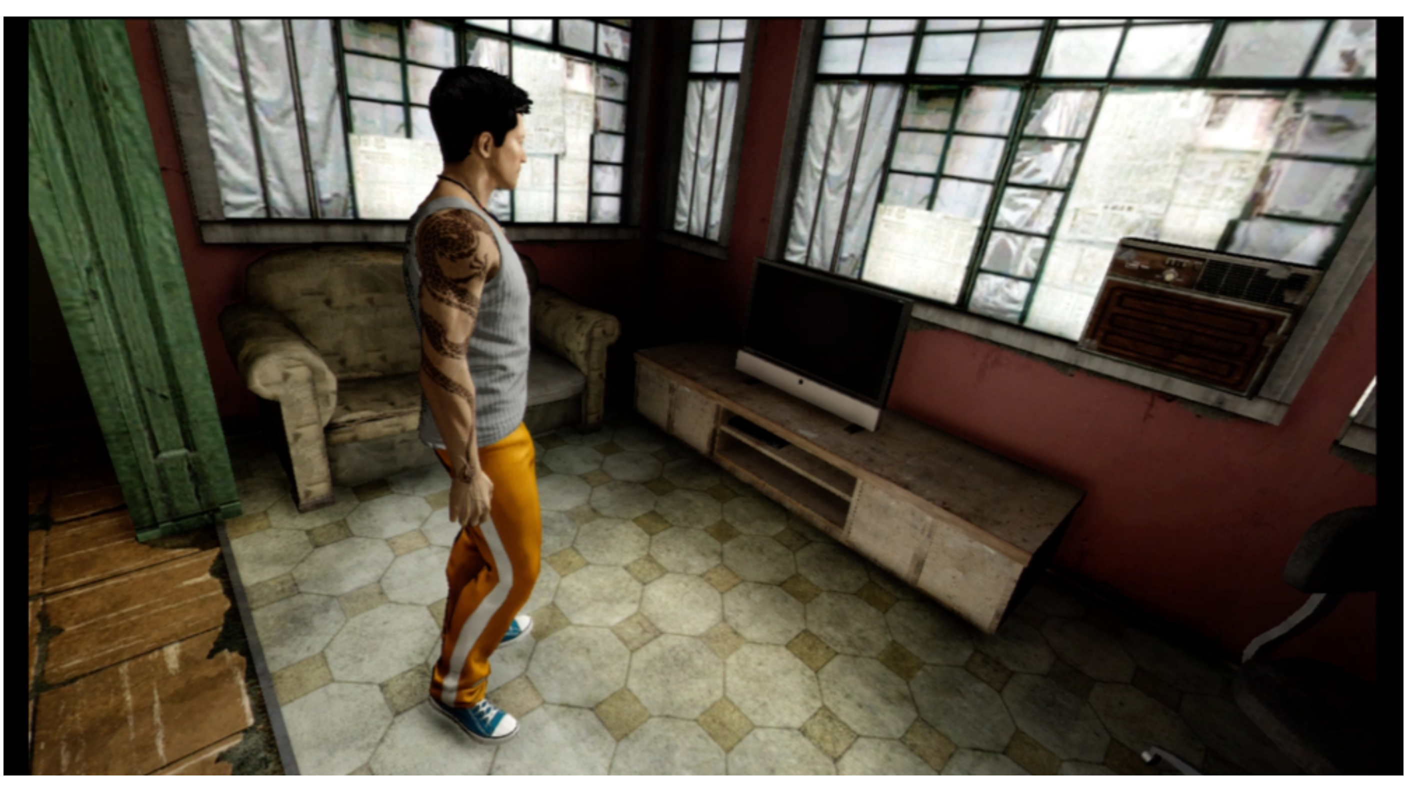
At the station, Inspector Teng tries to convince Wei to make a deal, not knowing who she is dealing with. Superintendent Pendrew arrives, informing Teng of Wei's actual status, much to both of their chagrin. Wei is released under orders to be more discreet. The mission is completed.



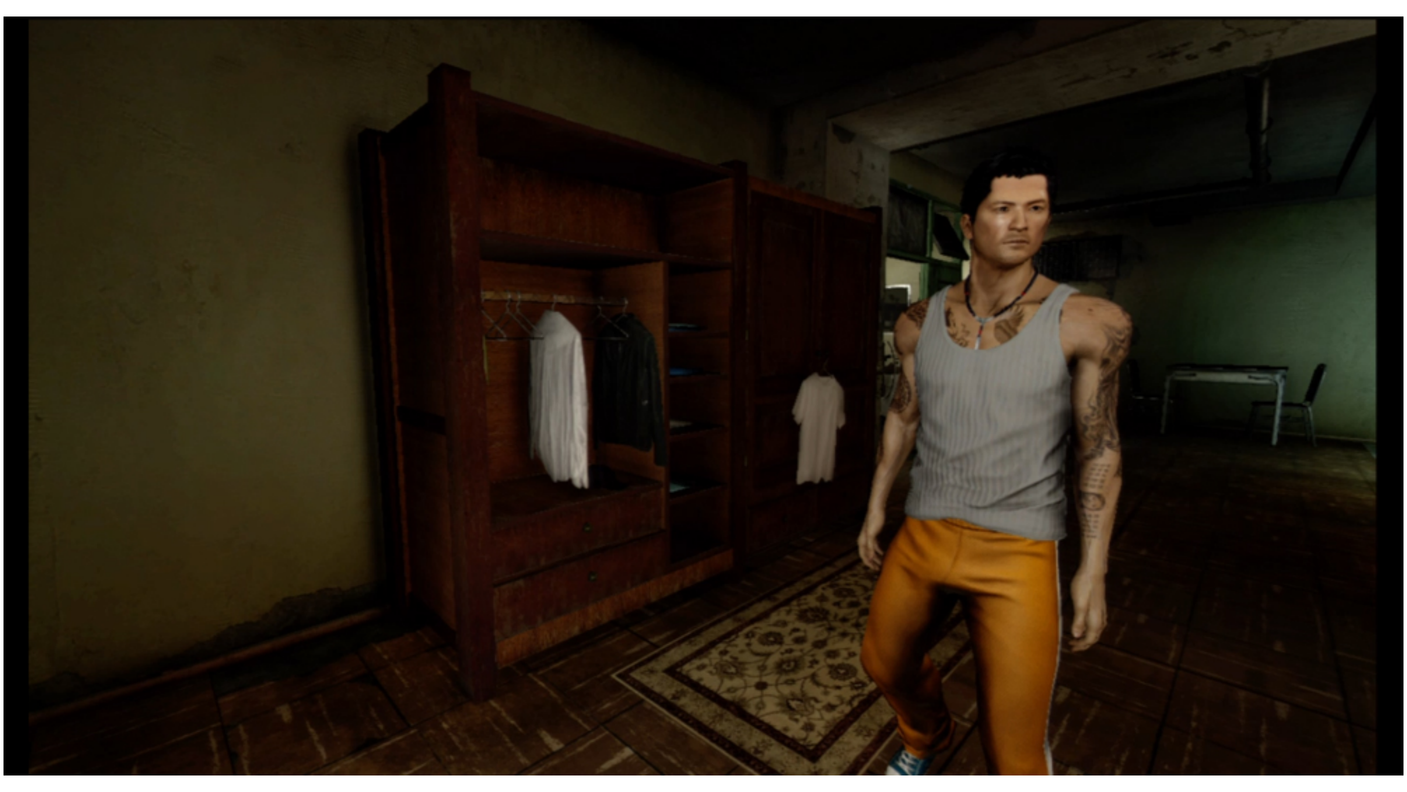
Main Story Walkthrough

The City of Hong Kong

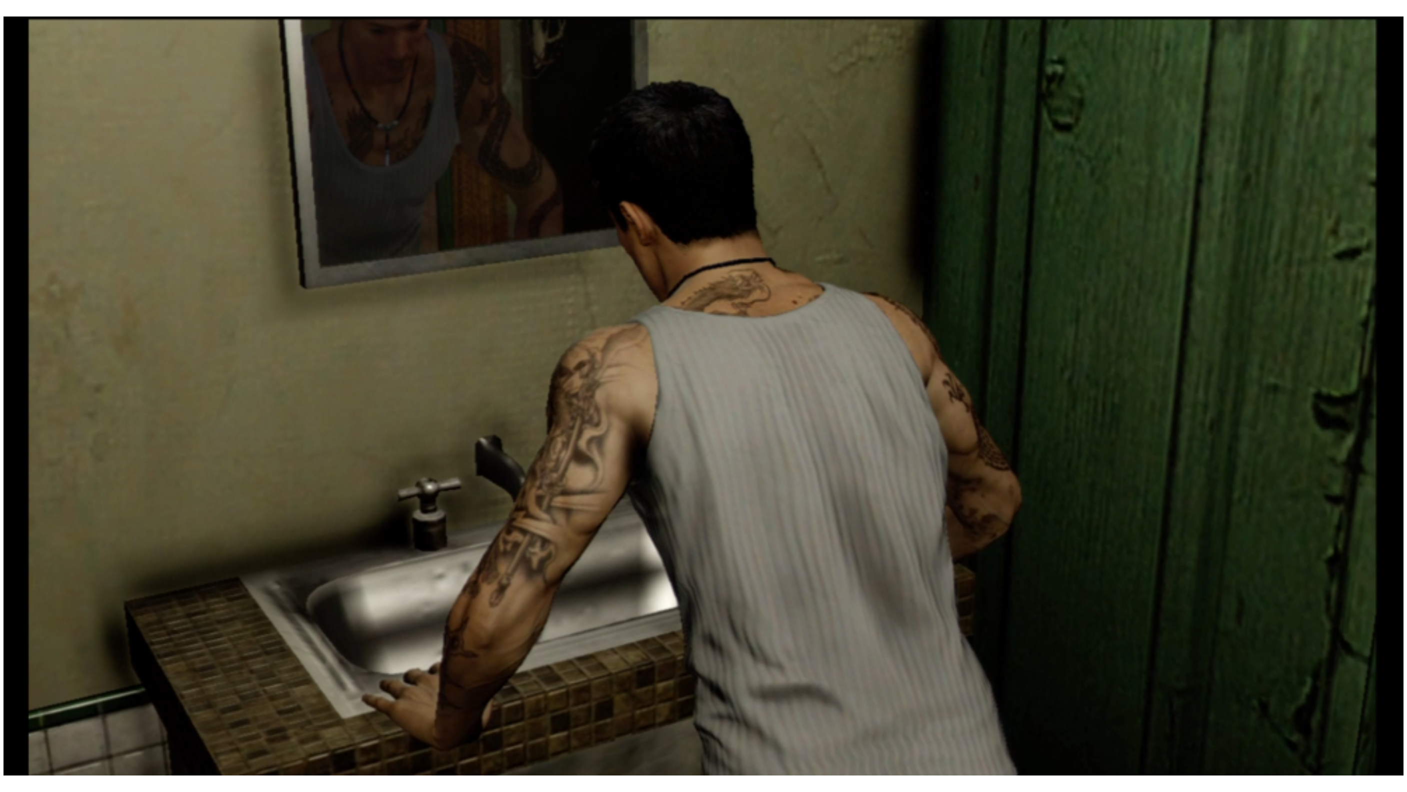
After a rough night's sleep, Wei awakens in his new apartment. It's not much to look at, but it does have some nice perks. The bed, for instance, allows Wei to rest, recovering his health and advancing the time. If you don't want to be racing during the day, take a nap and go to town in the evening.



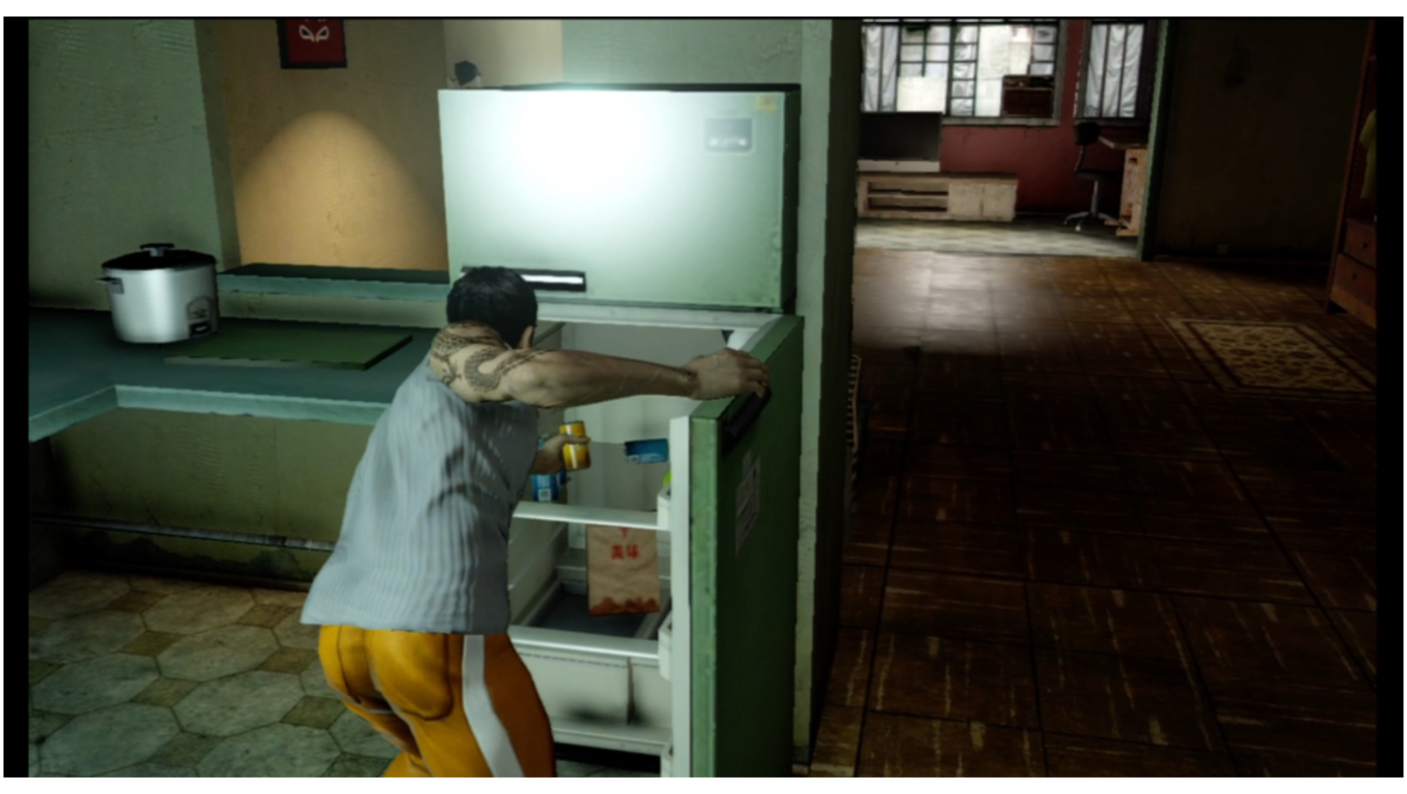
The flat screen TV that looks incredibly out of place among the peeling paint on the walls and the awful carpeting is able to access any Spy Cameras you hack. For the upcoming Drug Bust side missions, you'll need to use this TV to close down those operations.



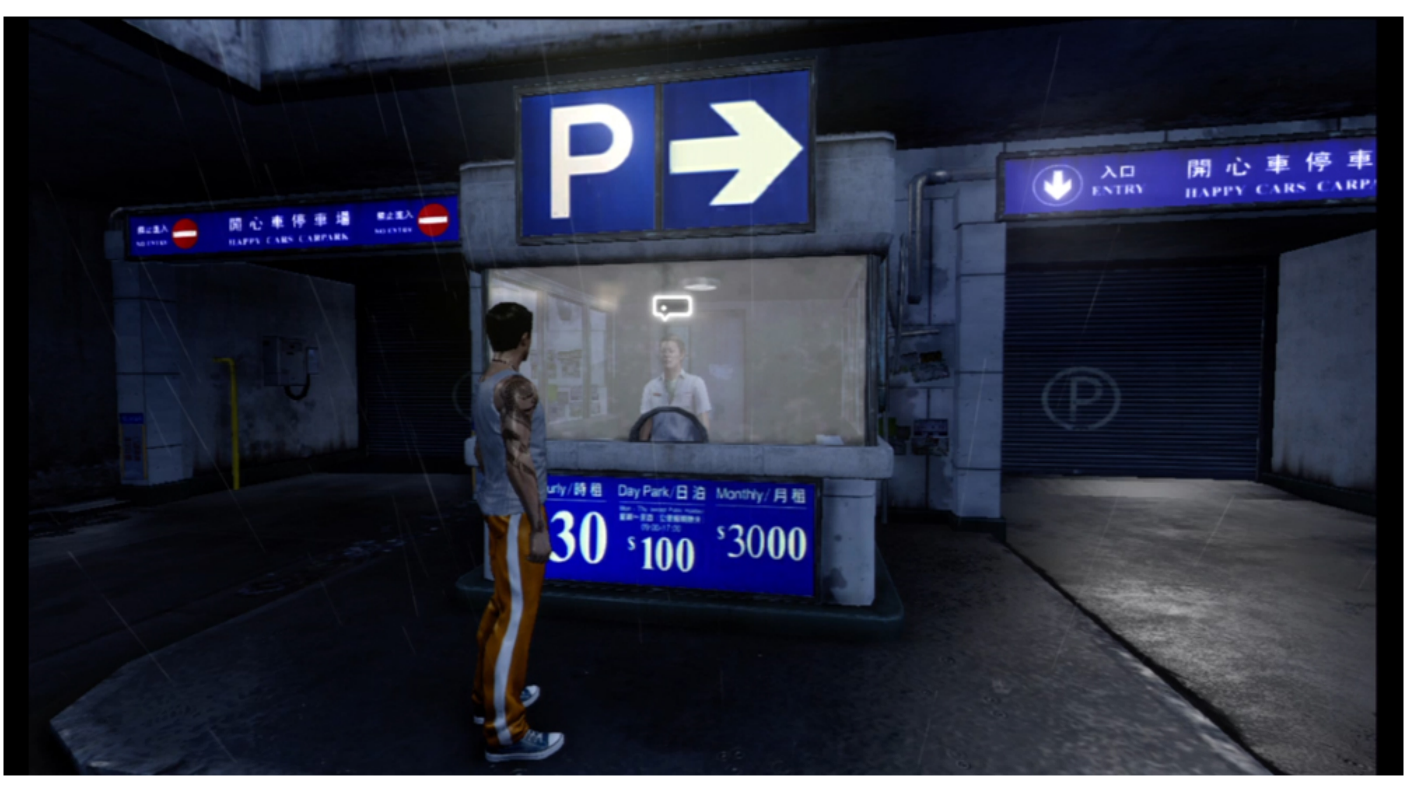
The wardrobe allows you to switch between sets of clothes. Now that you have access to the entire city, check out the different clothing stores to snag better bonuses for Wei.



The bathroom lets you wash off any blood that has splashed on Wei during fights, and doubles as a full health restoration. It's also there for when you've really got to go.

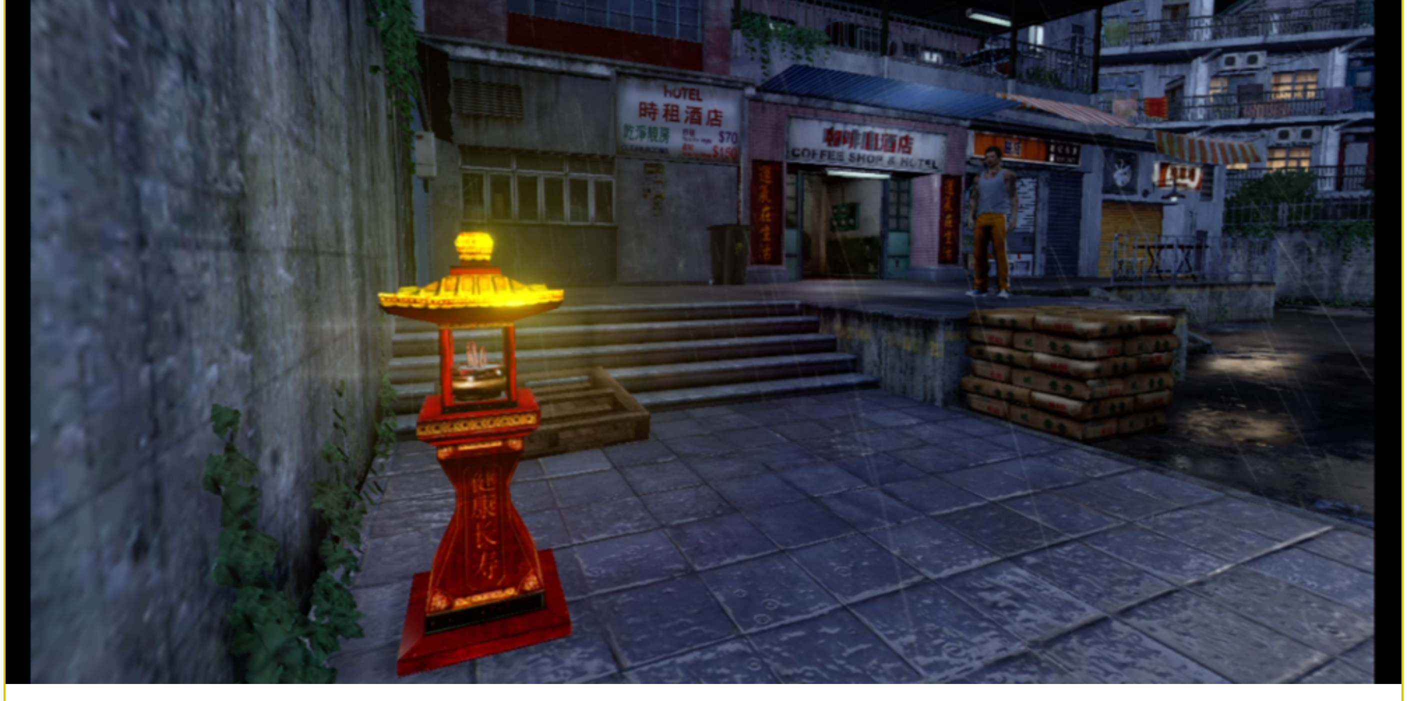


The roach-infested kitchen does have a function outside of being completely disgusting: the fridge is regularly stocked with energy drinks. There's no reason not to slam one down before heading out to work.



Just outside of the apartment is a parking garage, where any vehicles you've acquired can be picked up by talking to the attendant. You were awarded a motorcycle for completing the Night Market Chase, and it will serve you quite well from here on out.

Item Acquistion



Just outside of the apartment building is a Health Shrine to use. You should now have two out of the five necessary for your first health upgrade.

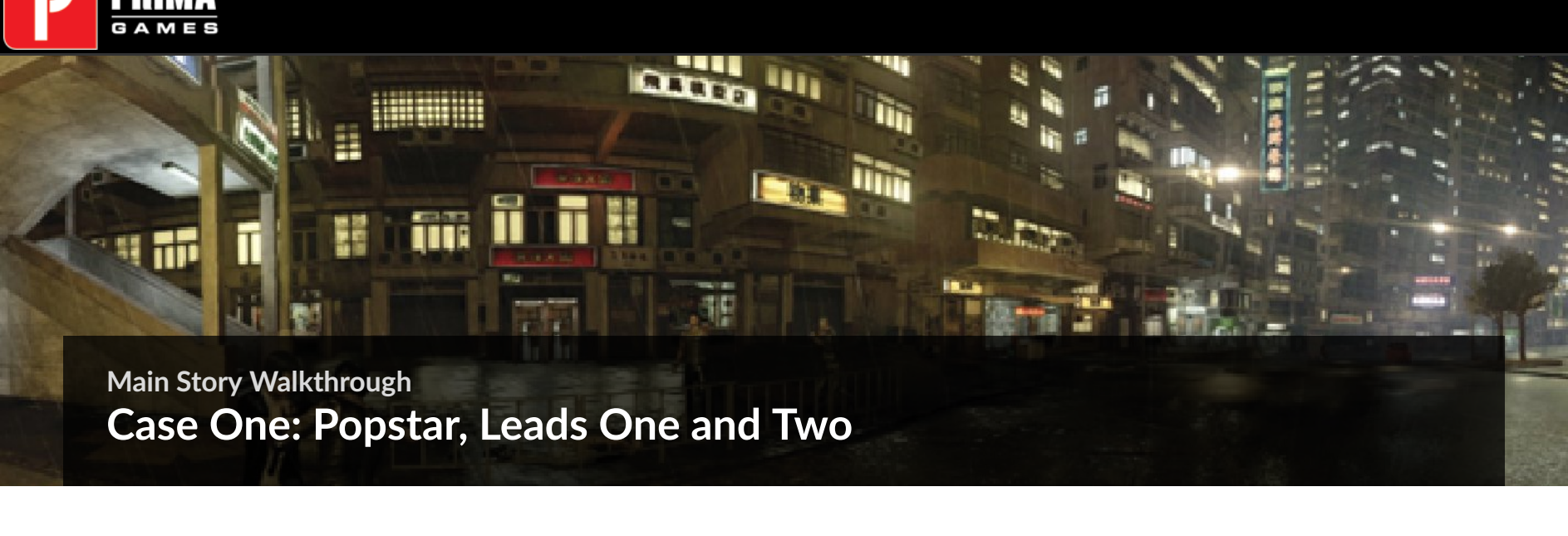
And now the world is yours to explore! This section of the guide will continue to focus on the main story missions, as well as the four cases that crop up throughout the story. All side missions will continue to be called out in the Mission Unlocks section, with page numbers indicating where information can be found regarding those missions within the Side Missions sections.

If you're trying to do absolutely everything available, it's best to do the side missions first, before taking on any of the main story missions. Story progress can make certain NPCs unavailable. You can check your in-game map to find out where different missions and people asking for favors are located. All missions outside of the main story missions and the cases are organized into their own separate sections in this guide.

Tip

This is a good time to go exploring for Lock Boxes and Health Shrines.

There are two major missions available from this point forward: Stick Up and Deliver (a main story mission) and Popstar (the first case of the game).



Main Story Walkthrough

Case One: Popstar, Leads One and Two

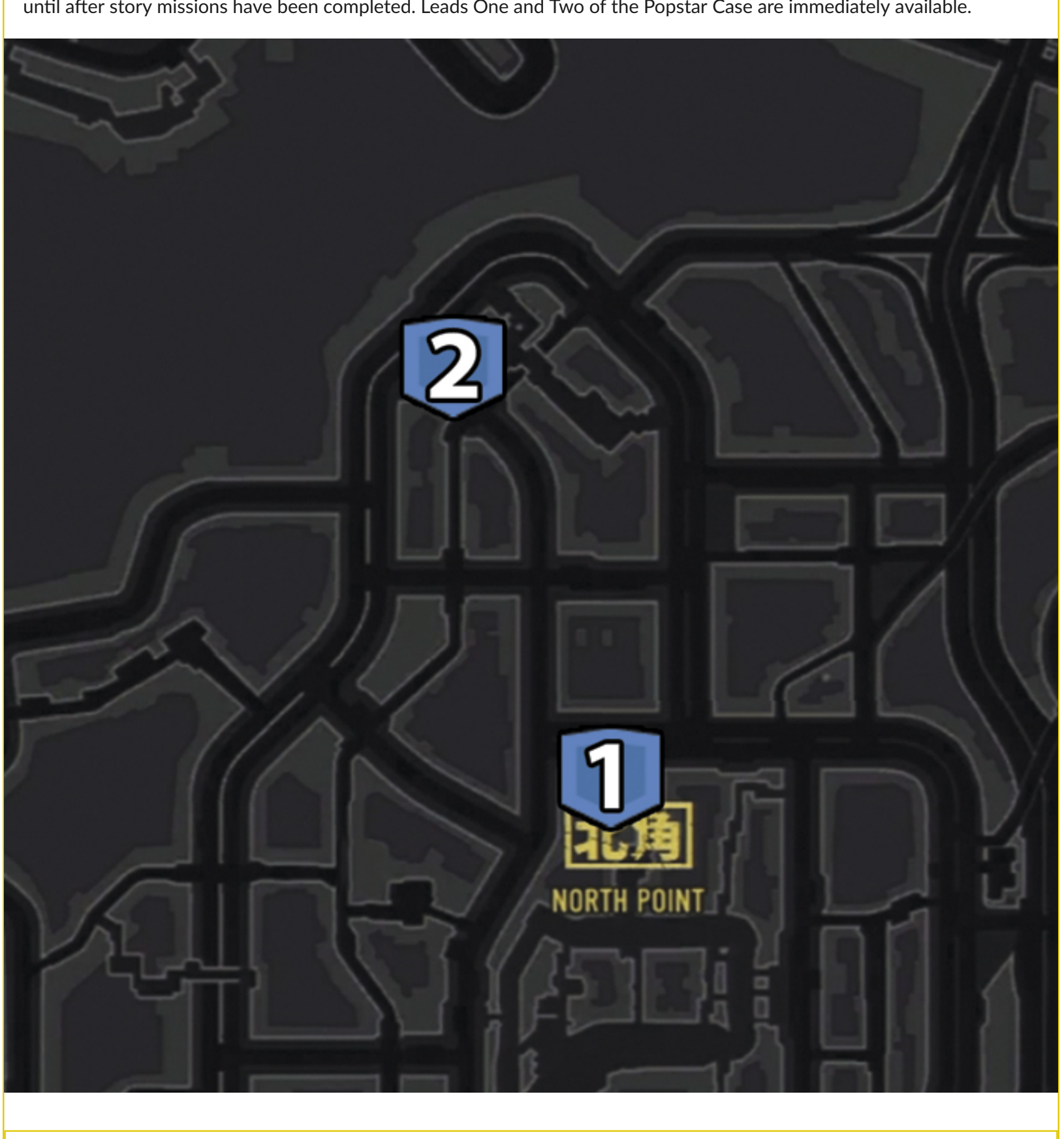
DOG EYES
BIG SMILE LEE
Tong?
TWO CHIN TSAO
SONNY
VIVIENNE LIU
RICKY WONG

Preceding Missions: Night Market Chase (Main Story)

DOG EYES
SONNY

The first case available starts after Wei arrives at the Undercover Police HQ near the eastern docks. Seeking to make amends for his own attitude, as well as Pendrew's, toward Inspector Teng during their first meeting, Wei meets with her to discuss a potential arrangement to work on cases directly under her while maintaining his cover. Specifically, he names a ketamine racket that he's been hearing about while on the street. Teng gratefully accepts the help.

Cases are essentially multi-part missions that have you going to different locations around the city. Not all of the parts, or leads, in a case are immediately available. All leads in a case must be done in order, and some leads don't become available until after story missions have been completed. Leads One and Two of the Popstar Case are immediately available.



Click here for interactive maps

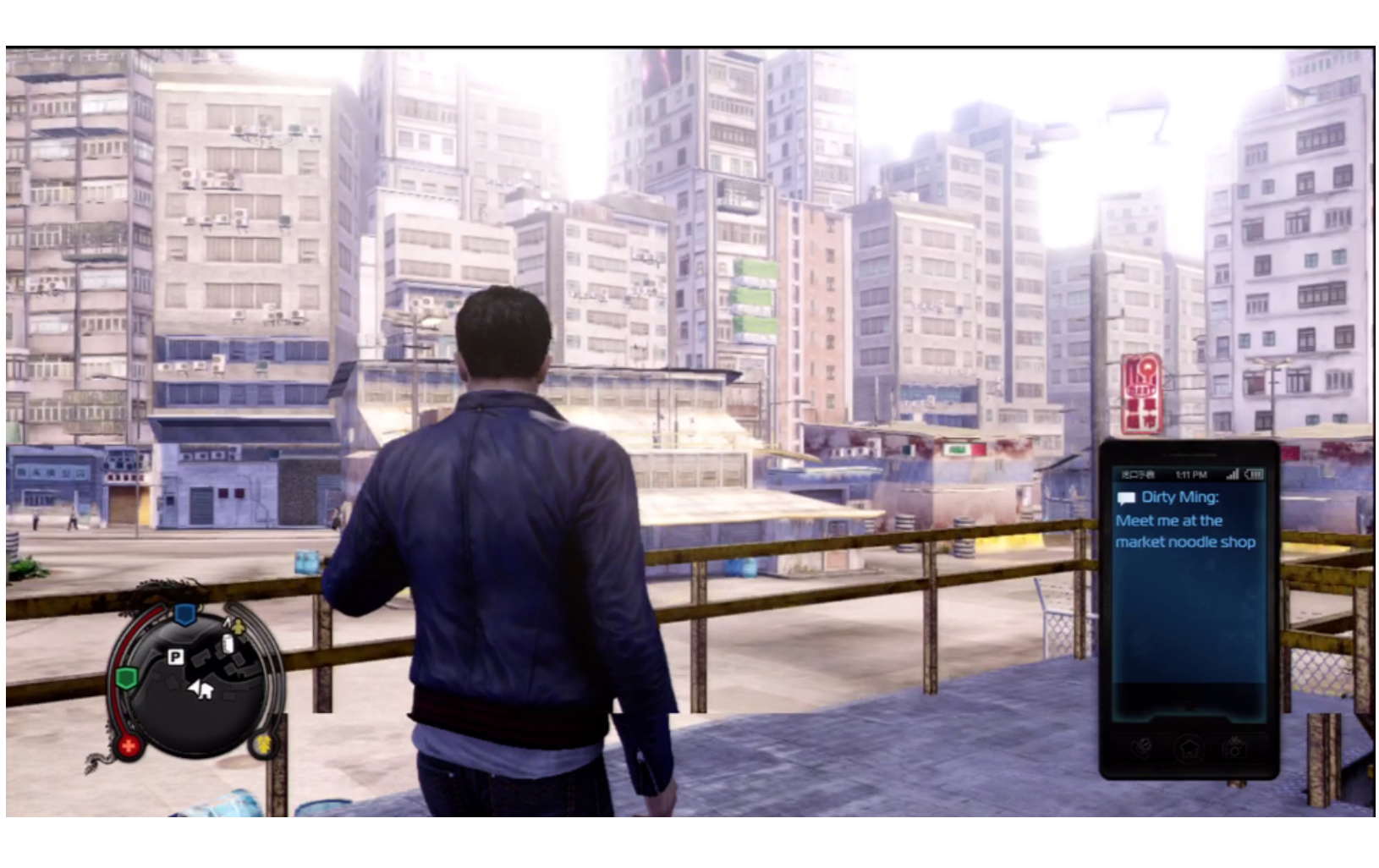
Mission Unlocks: Amanda (Main Story)

Job and Minigame Unlocks: Camera Hacking (Minigame)

Event Unlocks: Drug Busts

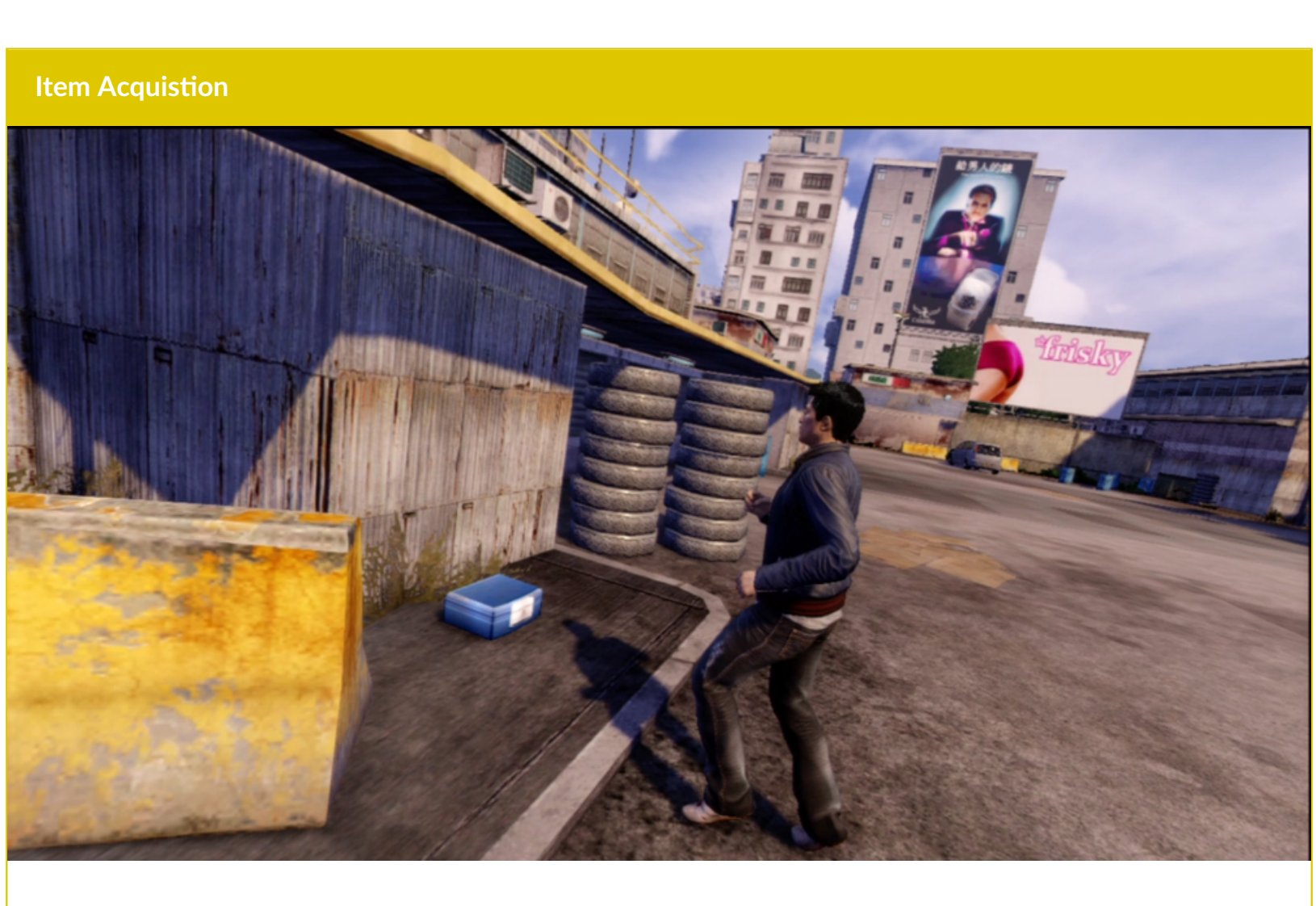
Rewards: HK $1200, Report—Winston Chu & Sam Lin (Lead One: Identifying the Supplier), HK $1200, SFPD—Psych Evaluation, Wei Shen (Lead Two: Arresting the Supplier)

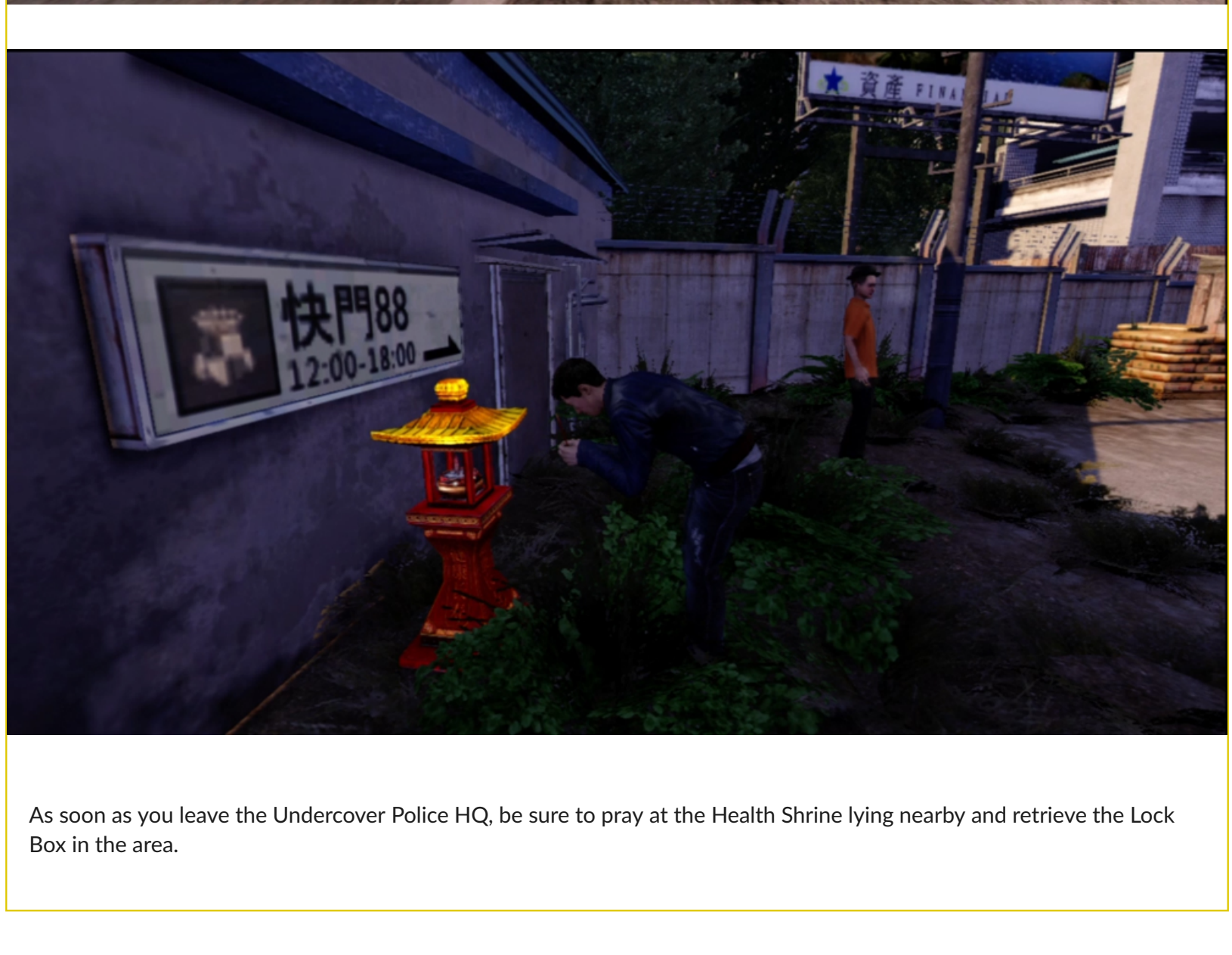
Lead One: Identifying the Supplier



First, bring up your smartphone and text Dirty Ming. He offers to meet with you at a restaurant. The location will be marked on your map.

Item Acquistion

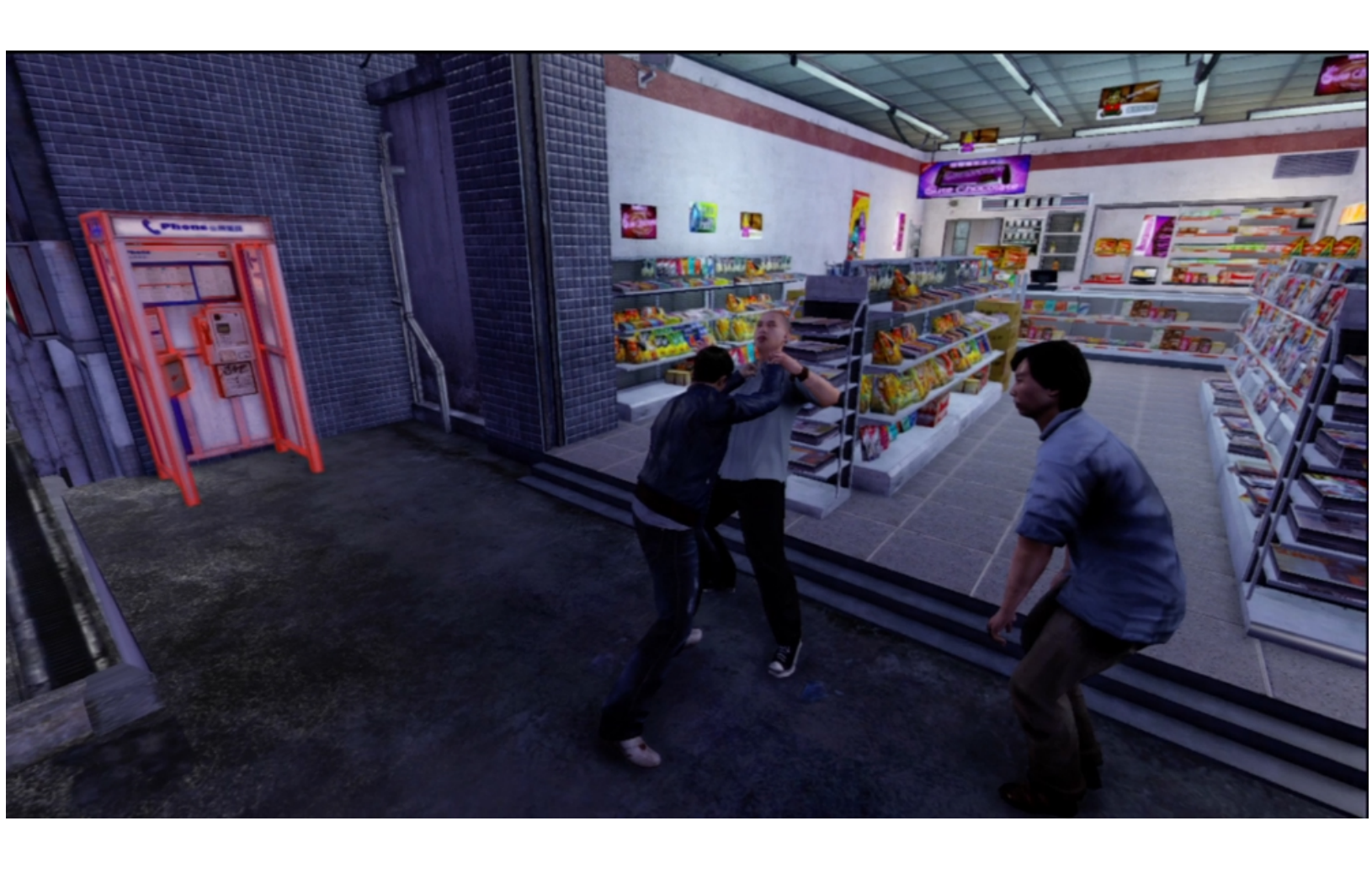




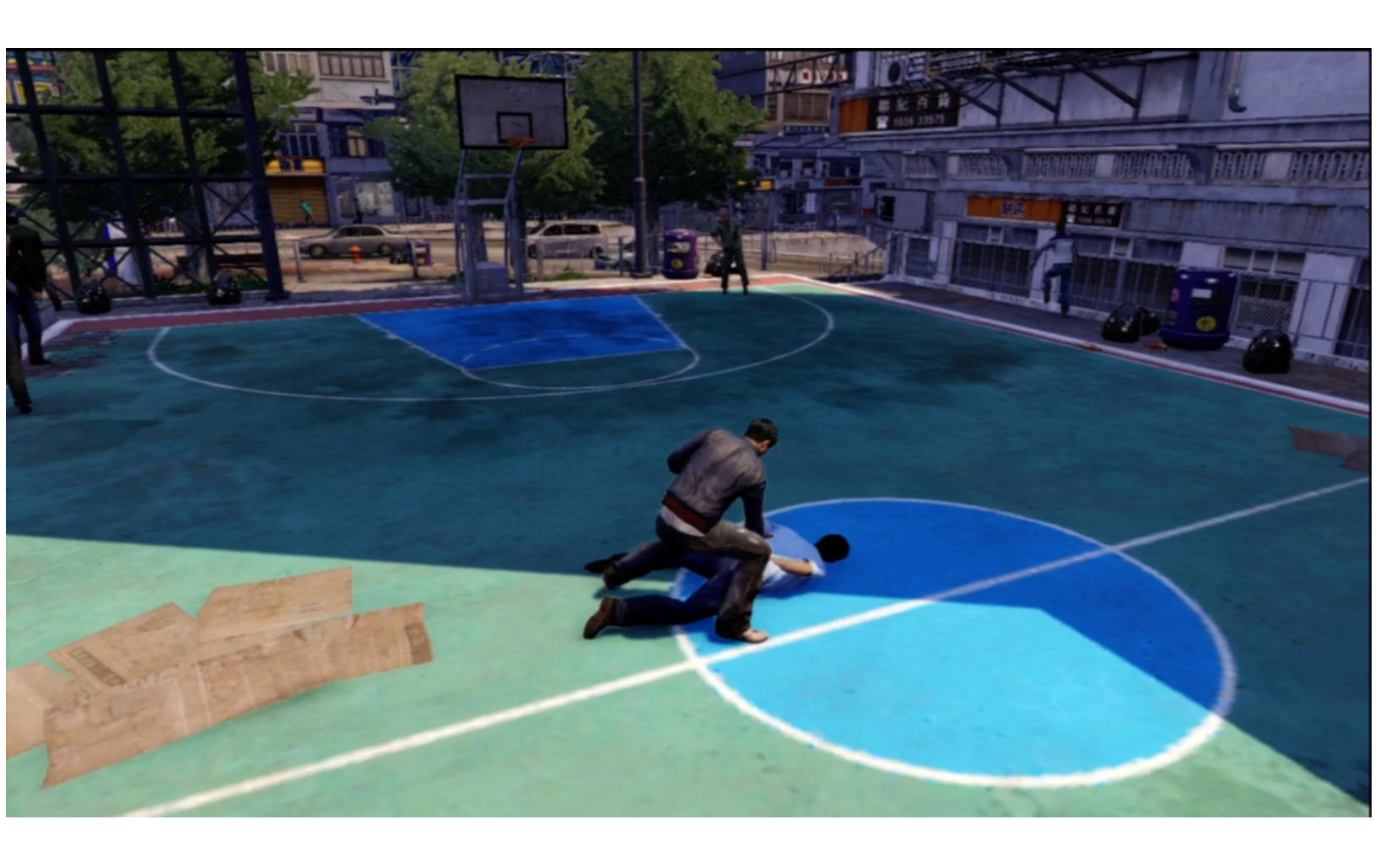
As soon as you leave the Undercover Police HQ, be sure to pray at the Health Shrine lying nearby and retrieve the Lock Box in the area.

Drive over to Ming, and make sure to avoid causing trouble for civilians or it'll cost you Cop points. The meeting with Ming is brief, but informative. He names his connection as Popstar, and gives you his location: a basketball court mere blocks away. Do not attract police attention, and if you do, don't bring it to Popstar.

Popstar rests on his "throne" at the basketball court, but is surprisingly agreeable with Wei as he walks up. He's willing to continue supplying Ming. He just needs to get paid in advance. Conveniently, he has a way to handle that. Some deadbeats have screwed him out of payment, and if you're willing to feed them some fists and take the payment from them yourself, he will hook you up.



The deadbeats are close by at a convenience store. One of the pair tries to put up some token resistance. Follow the in-game prompts to introduce him to the phone booth, and return to his friend. The trash-talking deadbeat thinks twice and pays up. Take the money back to Popstar.



Popstar is good to his word and hands the goods over to Wei, along with a somewhat disturbing message for Ming. There's no time to consider it in detail, as the HKPD arrives on the scene to make a bust. One of the officers tackles Wei to the ground. You must press the Action button when prompted, otherwise you'll be taken into custody and will have failed the mission.

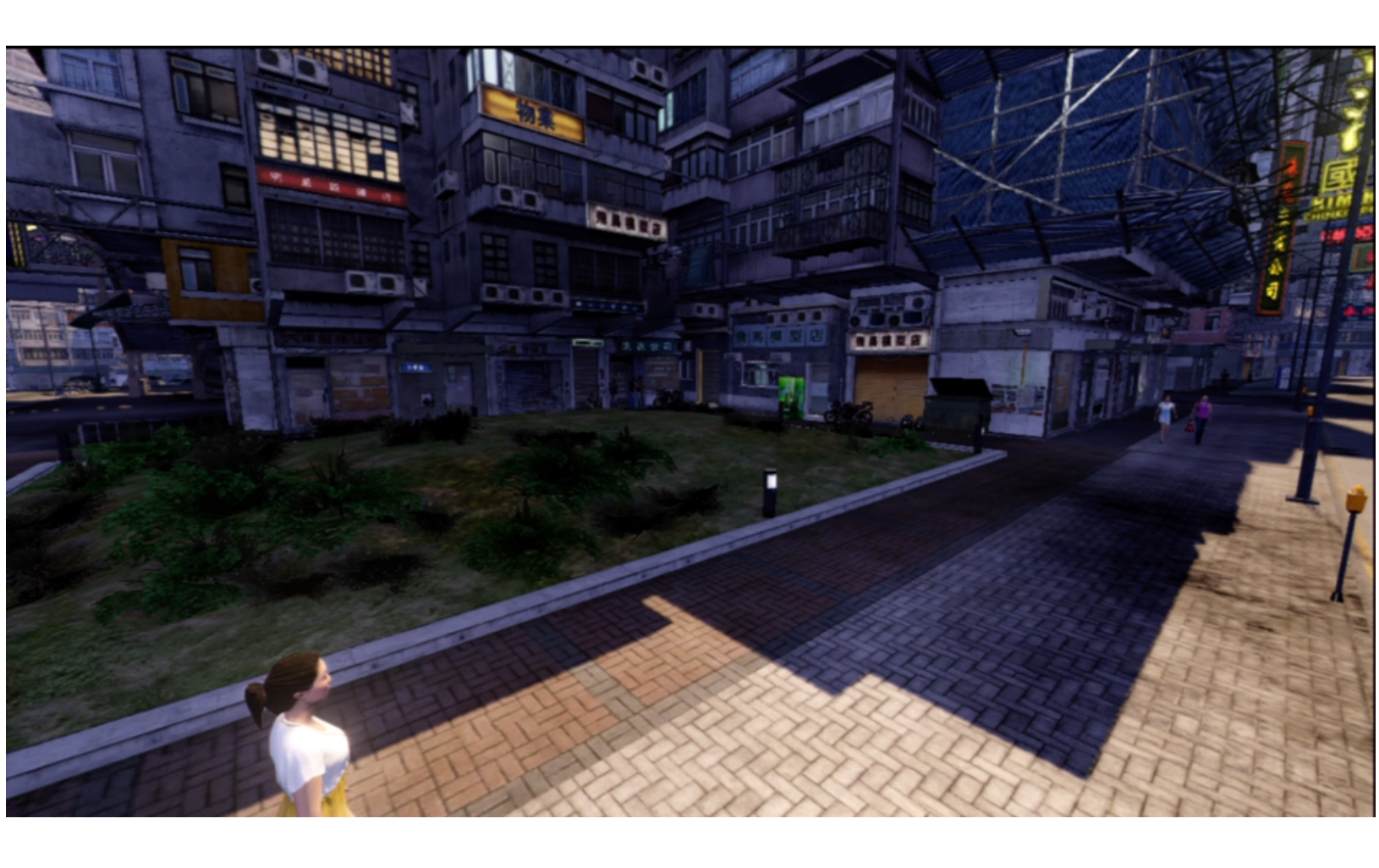
After escaping the officer, quickly get to a vehicle and make your getaway. If you haven't been stirring up trouble on your own, this might be your first real cop pursuit. Unless you're in a smoking quick ride, even level 1 Heat like this is hard to shake simply by driving fast. If you want to just out drive the cops, you'll need to take as complex a route as possible, drive against traffic to slow down the cops, and take a stunt jump or two, if you know where those are.

You can try to Ram Attack pursuing cop cars, but this has obvious risks to your Cop points at the end of the mission. Once all of the pursuit cars are taken out, stay out of trouble for a moment to let things cool down.

By far the most entertaining and satisfying way to ditch the cops is to do an Action Hijack on their vehicles, or on other civilian vehicles. They'll lose sight of you momentarily, and this gives you a chance to drive out of their search radius.

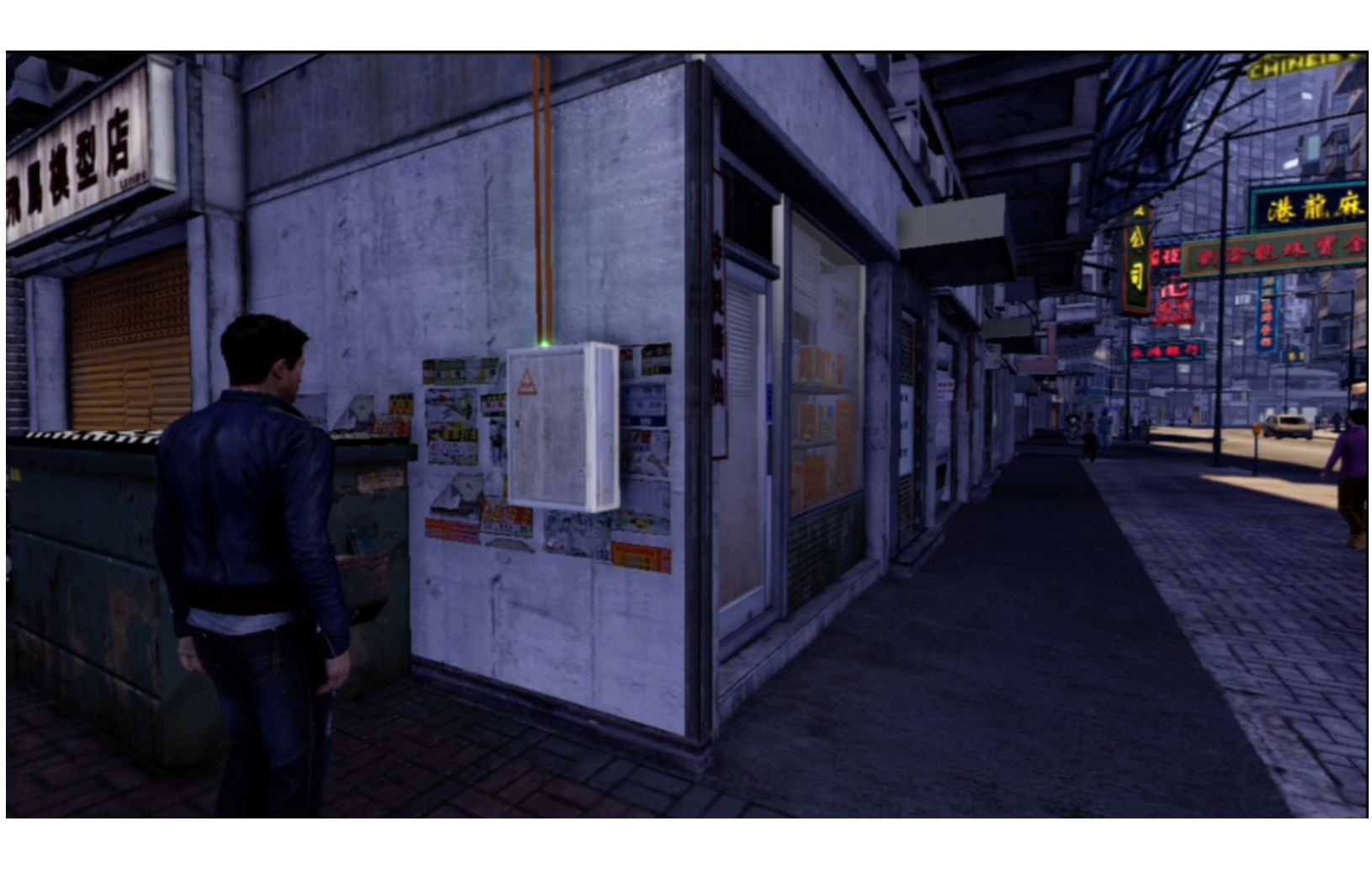
After escaping, you're prompted to call Inspector Teng with the new information you've learned from Popstar. Wei wants to nail both Popstar and his supplier, Fang Shen, and he needs information on the latter. After the call, deliver the goods to Ming and you'll have completed the first lead.

Lead Two: Arresting the Supplier

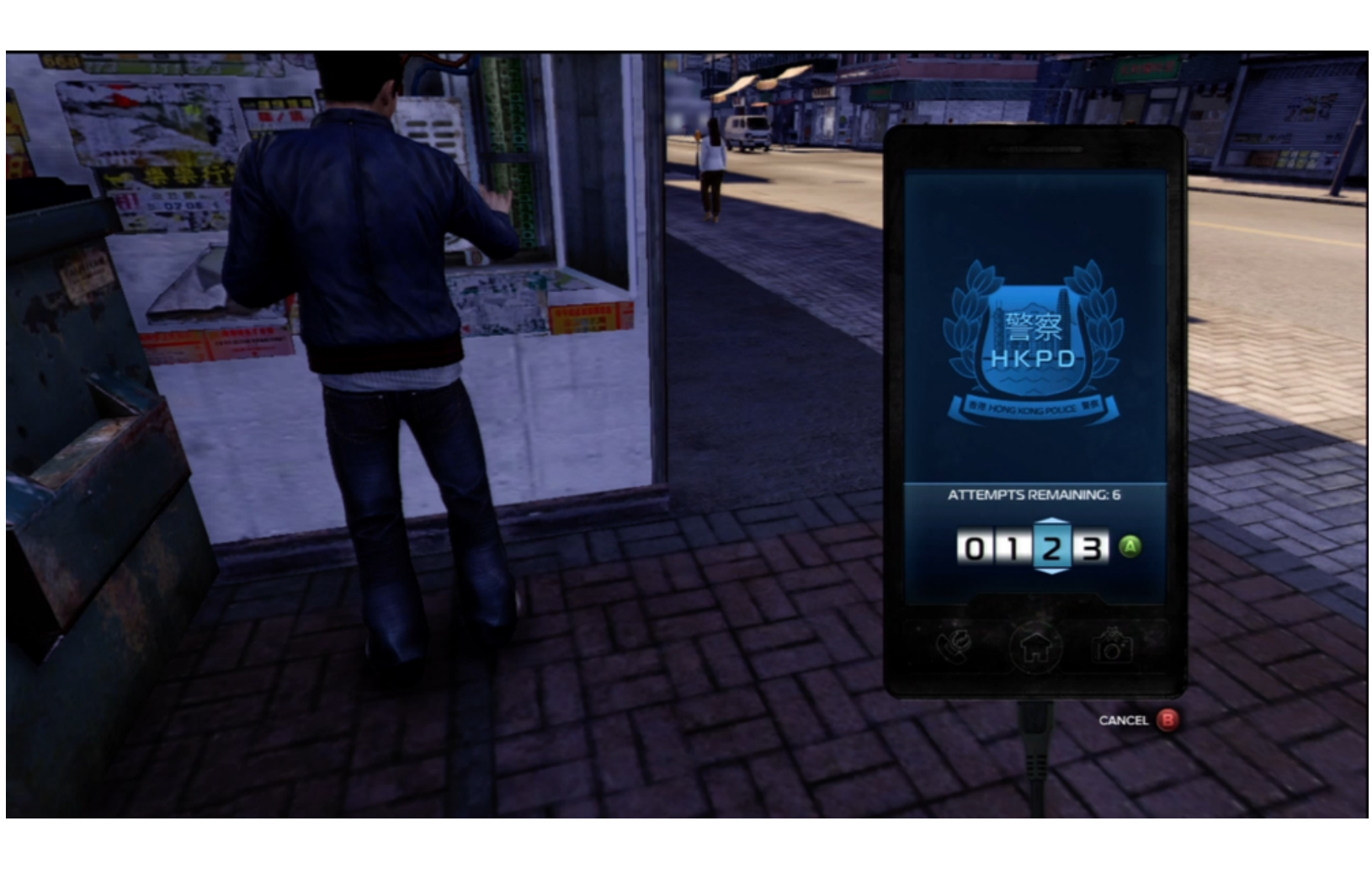


With Popstar's supplier identified, it's time to move in and take Fang Shen down. The provided information marks Fang Shen's typical haunts at Lok Fu Park.

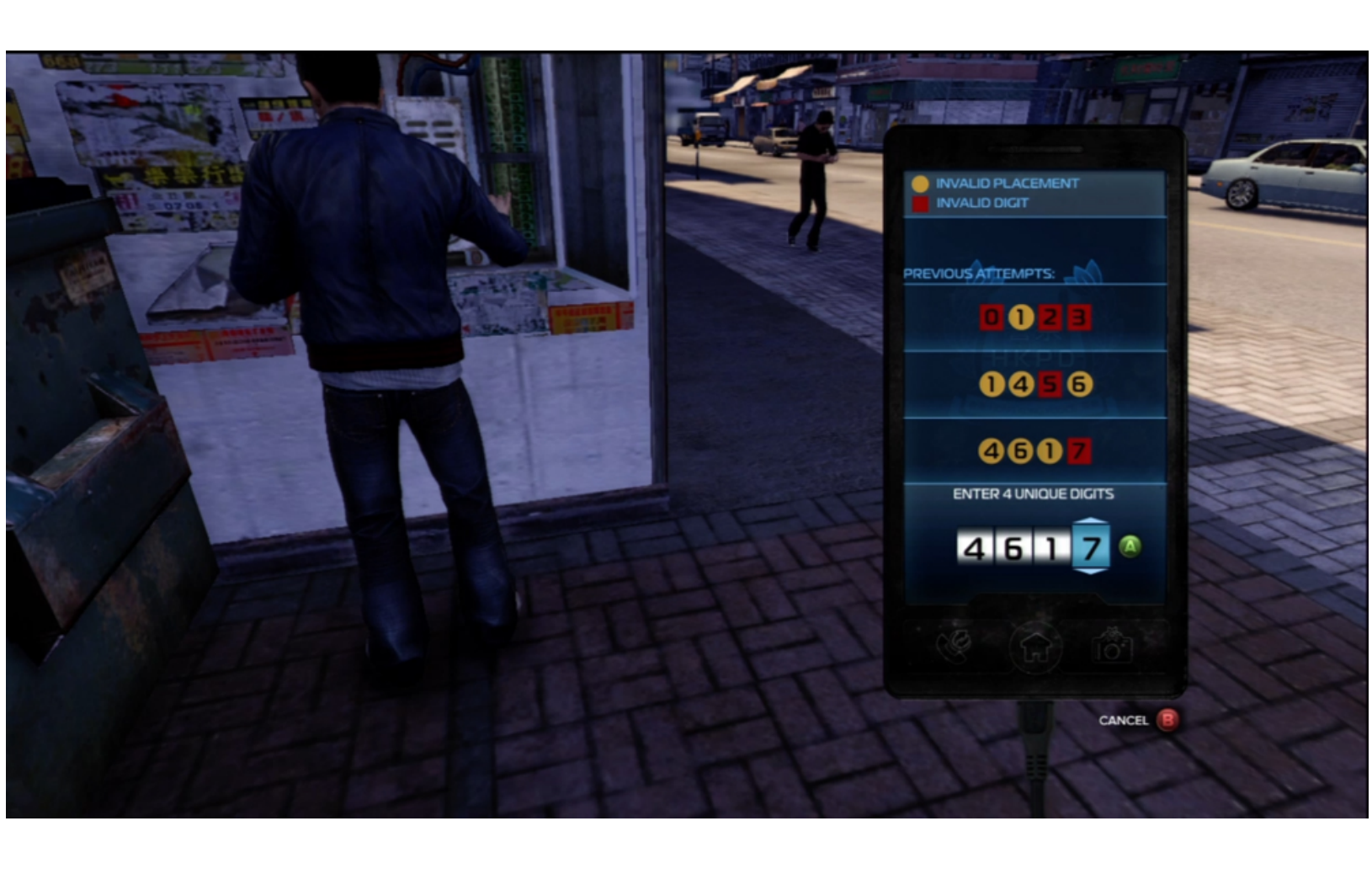
The group of thugs at the park do not take kindly to Wei just showing up, and immediately rush to confront him. The park is a nice open area, but there are still some environmental hazards to use to your advantage. It's even possible to throw an unlucky goon into traffic! Continue fighting until the remaining thugs retreat, leaving their unconscious friends behind. After the fight is won, contact Inspector Teng. You'll be prompted to hack the nearby Spy Camera.



It's easy to miss this security panel, but this is where you need to hack the system.



This Hacking minigame will be seen quite often throughout the game, and it works the same pretty much every time. Basically, you need to guess the four-digit password, but you only have six attempts before the system resets the password. The easiest way to complete this minigame is to start with four digits. Although you can start with any numbers, a simple starting point is 0, 1, 2, 3.



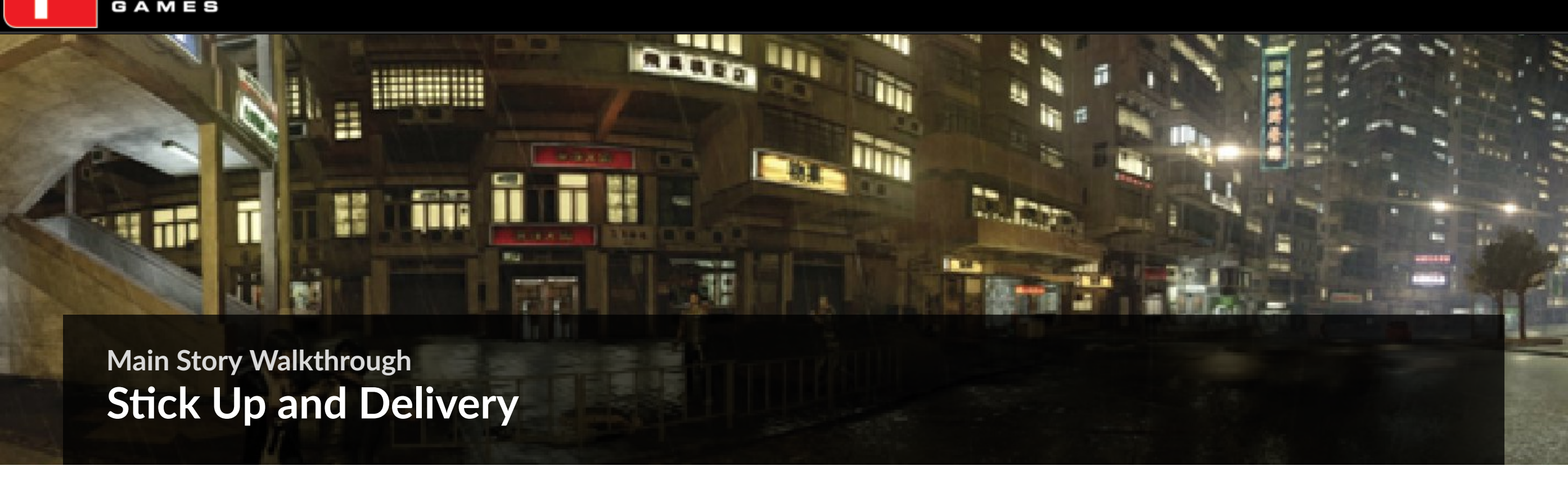
Digits that are correct, but are not in the right place, are marked yellow. Digits that are wrong are marked red. Digits that are both correct and in the right place are marked green. By following a simple process of elimination, you should be able to guess the password within the six attempts almost every time. If by chance you fail, don't get discouraged—just try again.

Once the camera is hacked, you need to return to your safehouse to access it from your television. This starts another minigame in which you control the camera's viewfinder to try and locate the supplier, and then call the police in to make the arrest. The game will mark the supplier for you after several moments. Then just make the call to trigger the bust.

With the supplier in custody, Popstar will need to get his merchandise from another source. Wei believes he can deliver both Popstar and his new supplier to the HKPD, but informs Teng that he will need a disguise in order to get close to Popstar. This ends the second lead, and the investigation has halted for the moment. You'll need to progress a little further in the main story before Inspector Teng has the equipment ready for Wei.

Note

The case has stopped cold for the moment, but it has opened up a new series of events, called Drug Busts, throughout the city. All Drug Busts work the same as this lead: Go to the marked location on the map, feed the local thug population some asphalt until they flee, then hack the nearby Spy Camera so you can identify the supplier at each area from your safehouse.

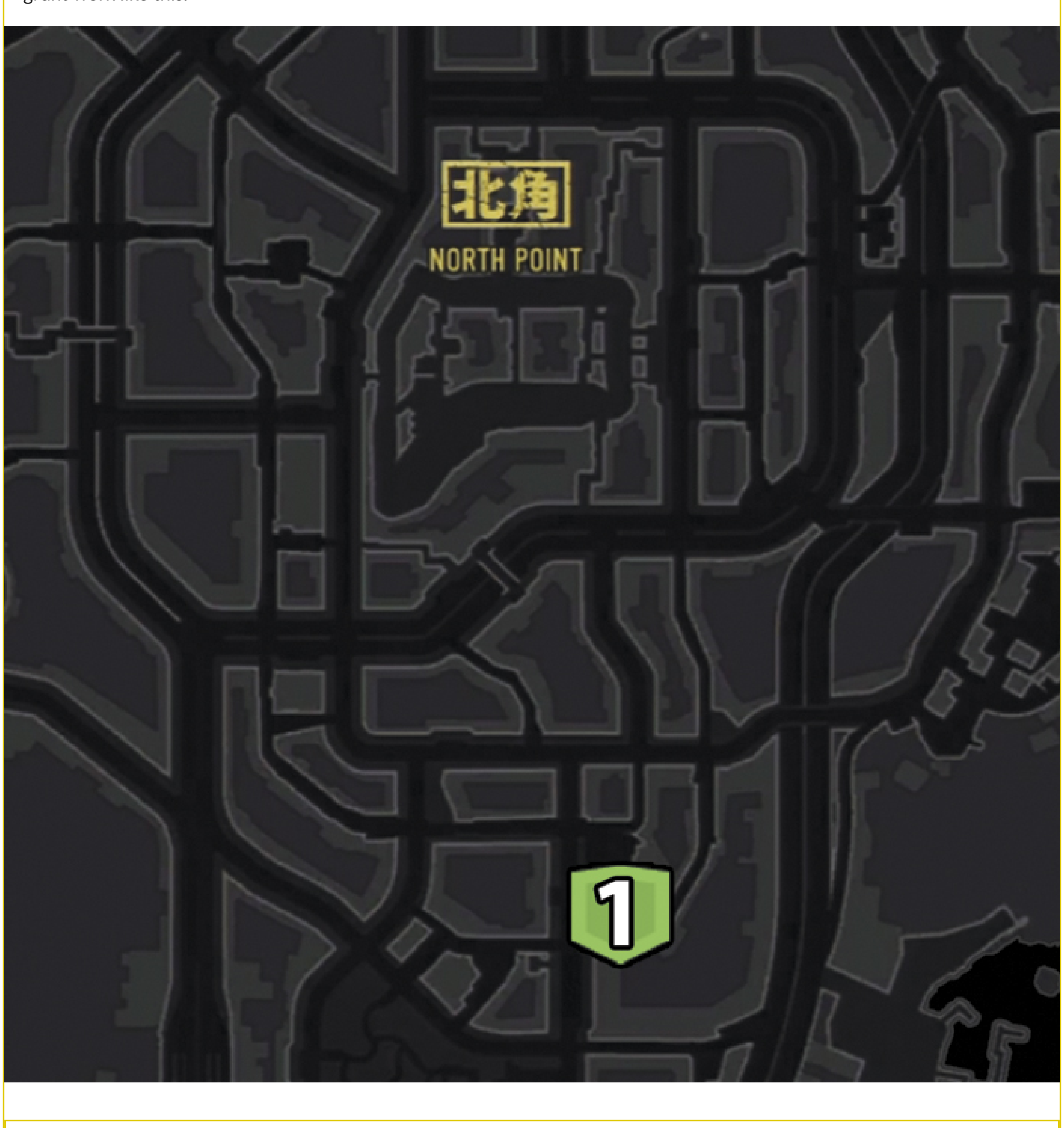


Main Story Walkthrough

Stick Up and Delivery

Preceding Missions: Night Market Chase (Main Story)

Wei is now more or less a member of Winston's crew, but he's still a nobody among Winston's people, and under heavy suspicion. Looking to secure more trust from the Red Pole, Wei meets up with Jackie Ma to discuss any potential opportunities to move on up. Jackie does have a heist in mind—a hit on a dock warehouse owned by Dogeyes' crew to lift already stolen merchandise and sell it for a profit. He even guarantees that there shouldn't be much in the way of resistance. Wei agrees to do the job, knowing that his chance to move deeper into the Sun On Yee still lies with doing grunt work like this.



Click here for interactive maps

Mission Unlocks: Amanda (Main Story), Mini Bus Racket (Main Story)

Job and Minigame Unlocks: Tran's Carjacking Jobs

Event Unlocks: None

Rewards: HK $20000, Fake Cambria Watch (Clothing Item), CI Report on Jackie Ma

The drive to the warehouse should be fairly uneventful, barring any accidents on your behalf. Once you get close to the target, Jackie has you put on a mask to avoid being identified as one of Winston's men.

There are five thugs outside of the warehouse, and Wei immediately challenges them upon stepping out of Jackie's stolen van. A number of environmental hazards are in the area to help thin out the group faster, as well as help build up some Triad points.

After the first group is thrashed, more come running over to see what all the shouting is about. One of the first three thugs in this group comes armed with a lead pipe. While you're dealing with these reinforcements, three more thugs will eventually join in, armed with knives. Remember to avoid Grappling the armed enemies, as they hurt you when they break free of the Grab.

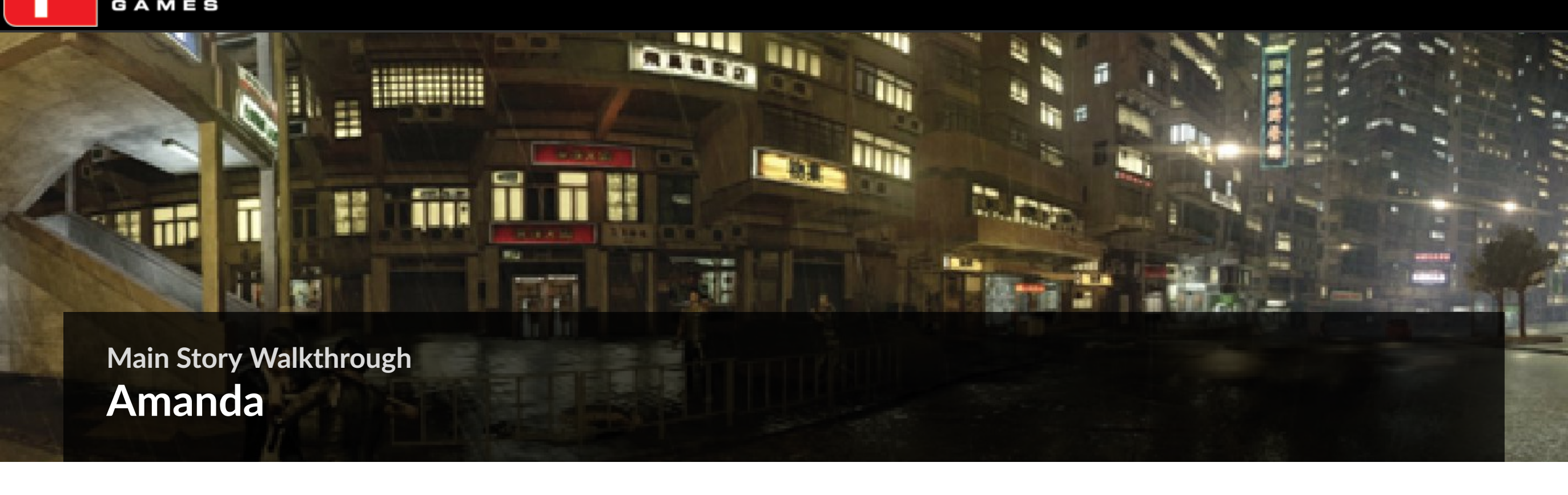
After putting down any resistance, a black van bursts out of the warehouse, carrying the stolen goods. Wei climbs back into Jackie's van to give chase.

You need to stay close to the van as much as possible, but it's not your only concern. Sports cars driven by rival Triad members will close in on you, intent on helping the van escape. You'll need to use Ram Attacks to disable those cars while maintaining pursuit of the van.

After beating back several waves of escort cars, the van is left defenseless. Keep up your speed to get close to the van and use Ram Attacks to disable it. Jackie excitedly breaks into the van cargo for his big payday, but as you drive off from the heist, it turns out that the Cambria watches he thinks he has are all fakes. Drive towards the Top Glamour waypoint.

The HKPD decide to finally intervene after this car chase has left a half dozen (or more) vehicles in flames on the roadside. You need to lose the cops by any means short of ditching your own van to do so. You cannot bring the police to Top Glamour or you will fail the mission. The van, as you know by now, handles about as well as an elephant on roller skates, so there's no way you're going to outrun the cops. Even taking big jumps is risky, as there's a better chance of you flipping the van over. Stick with Ram Attacks to convince them to leave you alone.

Once the Heat has been forcibly cooled off, get to Top Glamour without arousing any additional suspicion. You'll learn a little more about the situation with Dogeyes during the ride. Despite the ultimately disappointing haul, Jackie is grateful to Wei, offering him one of the watches. The cash reward for completing the mission is also fairly substantial. But the really good news is that you now have access to additional side jobs from Jackie's uncle, Tran. The cars he wants you to steal are a good way to boost your cash flow and your Face level, particularly this early in the game.

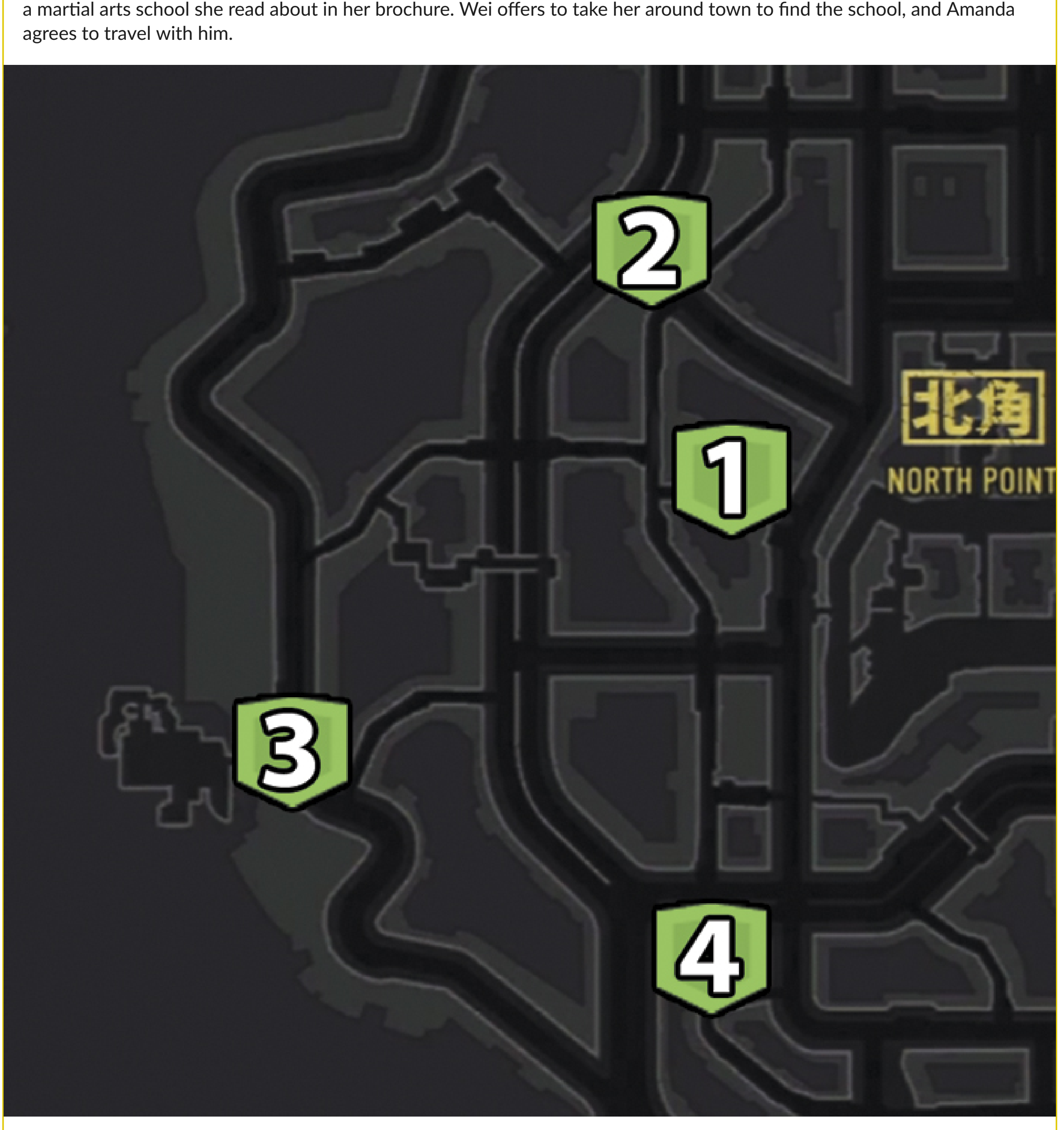


Main Story Walkthrough

Amanda

Preceding Missions: Stick Up and Delivery (Main Story); Popstar, Leads One and Two (Case One)

Just outside of his safehouse, Wei bumps into a pretty blond named Amanda. Lost in Hong Kong, she is attempting to find a martial arts school she read about in her brochure. Wei offers to take her around town to find the school, and Amanda agrees to travel with him.



Click here for interactive maps

Mission Unlocks: Club Bam Bam (Main Story); Popstar, Lead Three (Case One)

Job and Minigame Unlocks: Martial Arts School (Melee Training), Martial Arts Clubs

Event Unlock: None

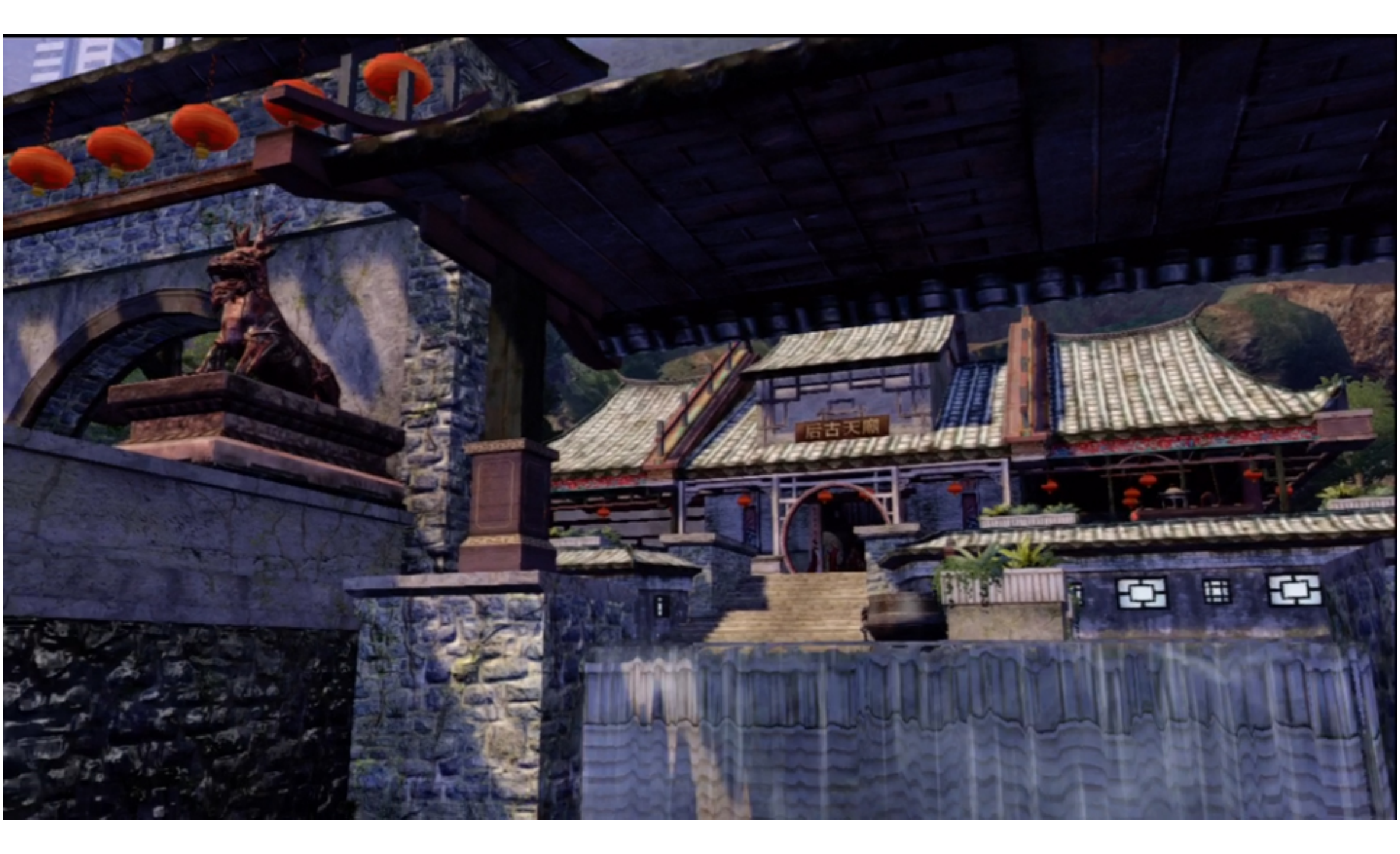
Favor Unlocks: Photograph Amanda

Rewards: Sweep Kick (Melee Training), Workout Clothes (Clothing Set), Amanda's Phone Number, Biographical Notes—Wei Shen

It's time to awkwardly flirt with a girl you just met while cruising the streets. Get your motorcycle from the parking garage.

The first part of this mission is fairly simple. Take Amanda around the city to the various waypoints that appear on the map, and don't frighten her or get her hurt or killed in an accident. It's actually worth taking your time between each checkpoint, as Amanda and Wei will chat each other up during the ride.

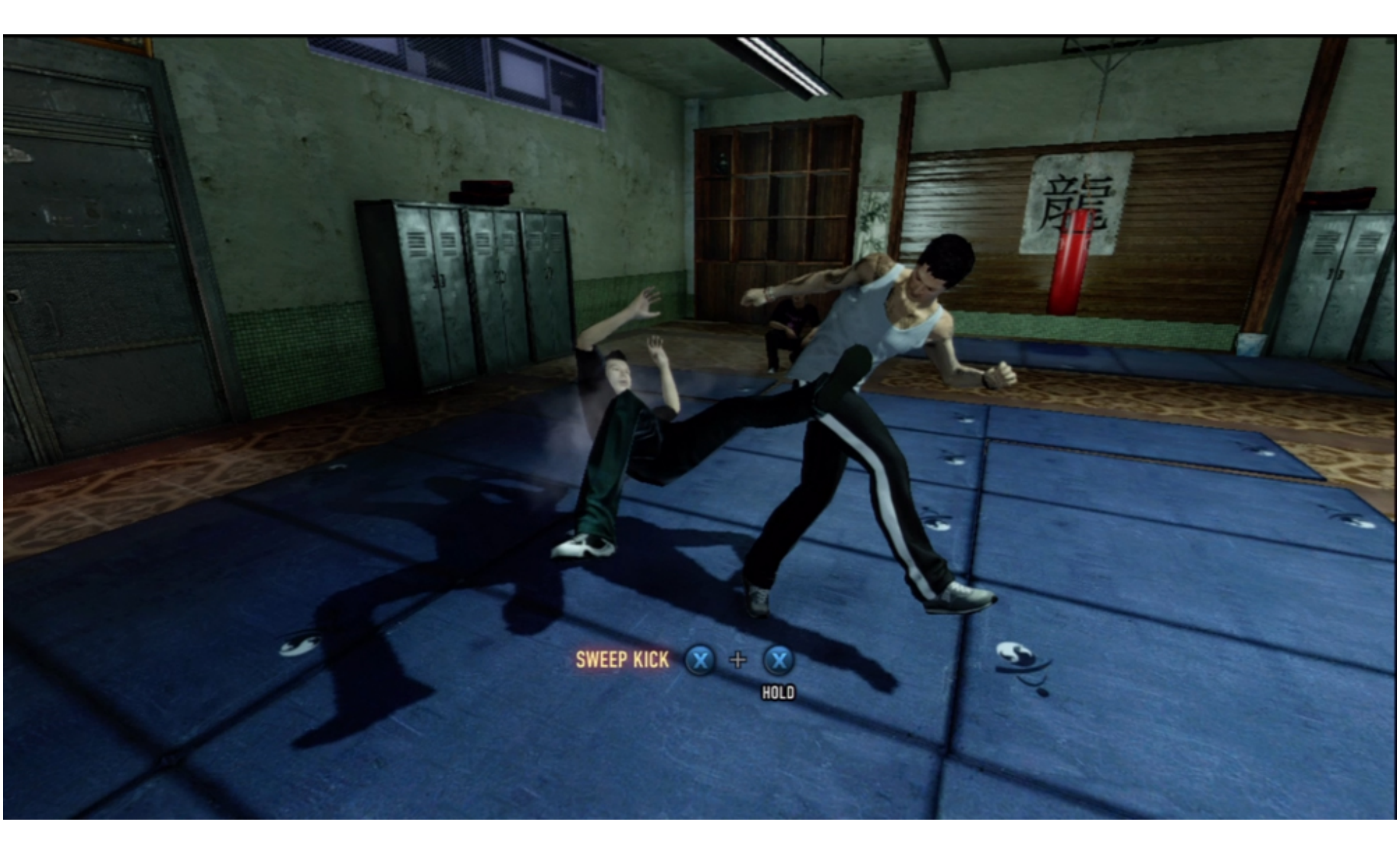
The first major stop is Club Bam Bam, which isn't too far from Wei's safehouse. You'll be coming back here throughout the story.



Your next stop is a temple a few blocks away from Club Bam Bam. The martial arts school isn't at the temple, but it's an impressive vista nonetheless.

The last waypoint is the martial arts school itself. Once you arrive at this stop, you automatically step inside the school. Amanda's desire to learn kung fu is overshadowed by an important reunion. Sifu Kwok, the teacher at this school, was Wei's master when the Shen family lived in Hong Kong many years before. Believing that Wei has brought Amanda as his fiance to the school, Sifu compliments Wei's skill at picking up women, but challenges Wei's skills at kung fu.

The first part of this fight is a tutorial, designed to reinforce the importance and utility of locking on to an opponent. While locked on to Sifu, you must press the Strike button and move Wei towards the three students to lash out at them.



After this tutorial, Sifu offers to train you in your first Melee Training Upgrade, the Sweep Kick. Remember to tap the Strike button for the first Strike, then hold down the button for the second input to execute the Sweep Kick. After practicing the move several times on the volunteer training dummy, the rest of the students stand up to practice a few moves of their own on Wei.

The students are better trained and more aggressive than the thug simpletons you've faced so far. Your Counters have to be timed much tighter when dealing with them. Once a student takes enough damage, he bows and backs down. After defeating the students, the lesson is over and the Sweep Kick is yours.

Sifu laments the fact that most of his younger students wish to become Sun On Yee, but recognizes that there is little he can do to change their minds. The conversation turns towards a Jade Statue sitting alone in a display case. It belonged within a set of twelve, but most were stolen by a former student.

After Sifu leaves to close up shop for the day, Amanda needs to return home for the day, but insists that she wants to call you later.

Note

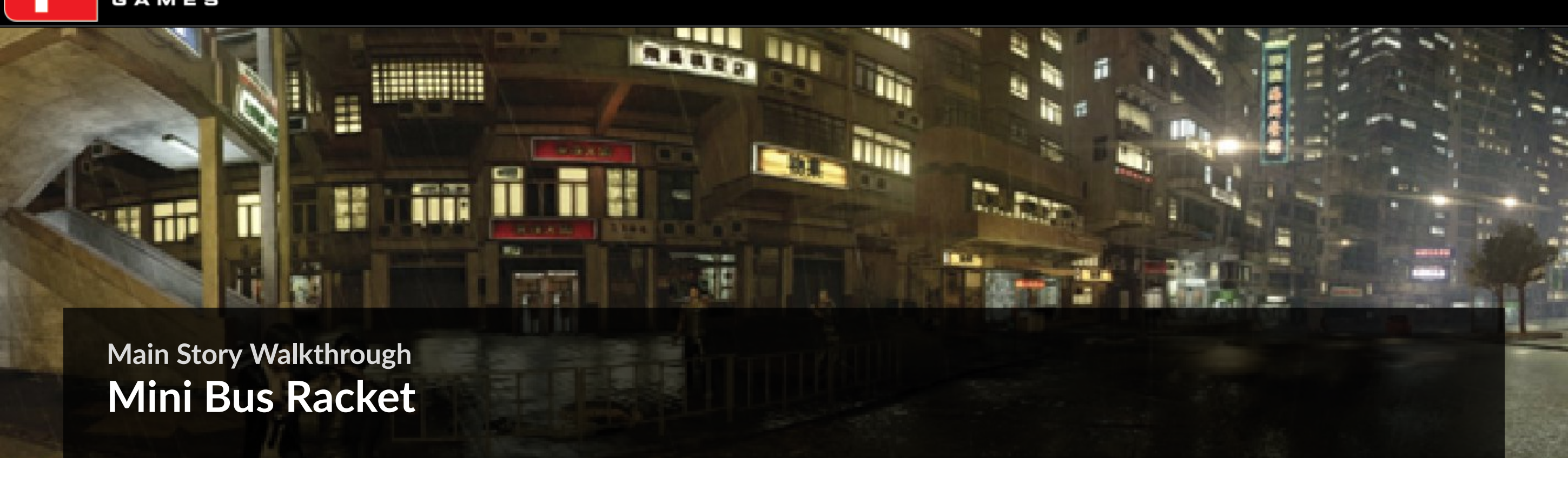
Now that you've met with Sifu, you are now involved with the side mission to locate the missing eleven Jade Statues hidden throughout Hong Kong. This is the only way you will be able to earn any Melee Training Upgrades.

Note

In addition to the statue side mission, a martial arts club has opened up in an alley very close to the martial arts school. You can earn a nice chunk of change by surviving the six waves of enemies you're placed against by joining the competition.

Note

Amanda's phone number also comes in handy right away. If you call her up, you can start the Favor "Photograph Amanda". The drive to Magistrate Park from North Point is long, but the reward for meeting with Amanda is extremely helpful.

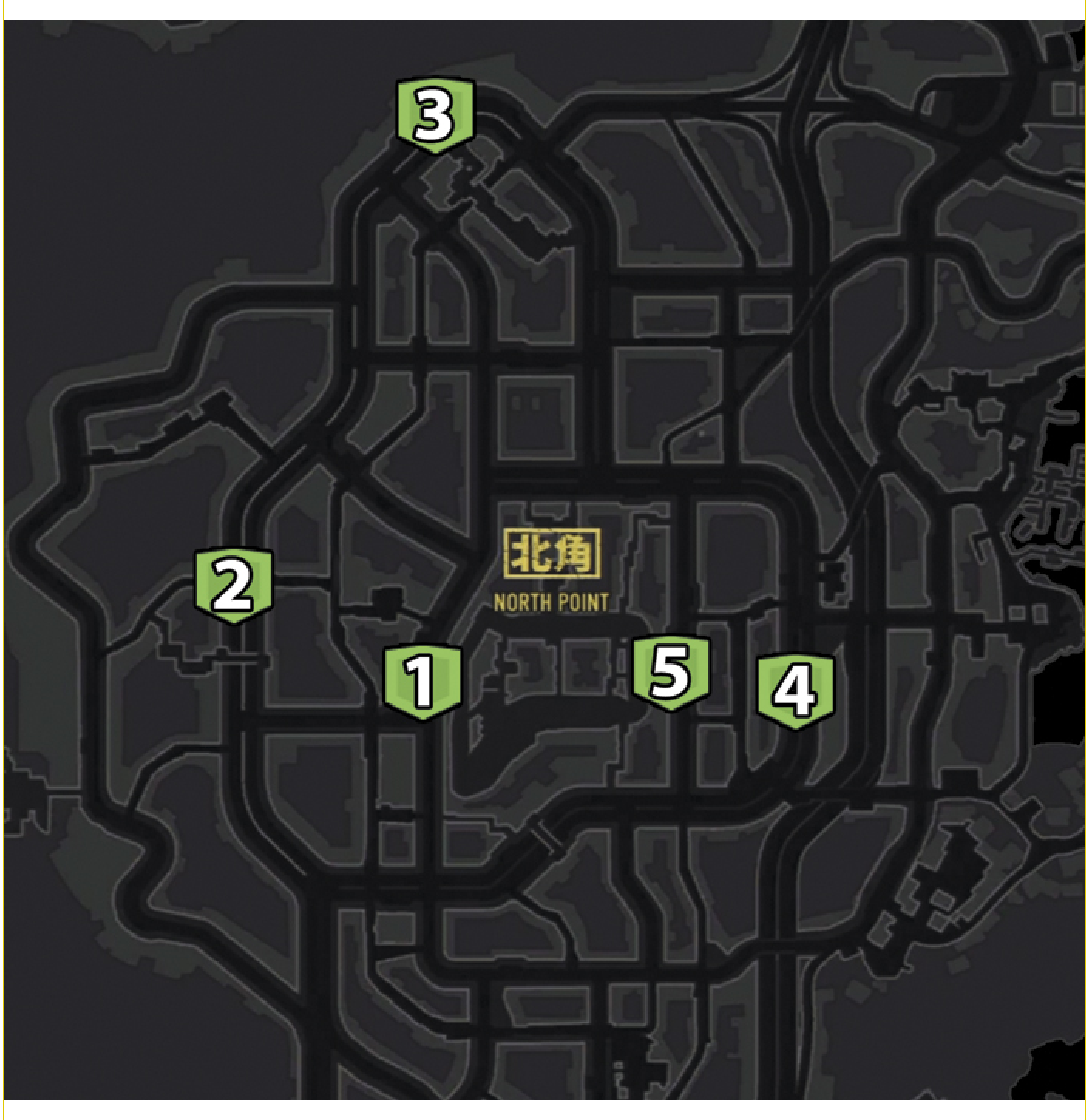


Main Story Walkthrough

Mini Bus Racket

Preceding Missions: Stick Up and Delivery (Main Story); Popstar, Leads One and Two (Case One)

Wei's diligence has paid off with Winston, if no one else. With "order" restored to the Night Market, Winston rewards Wei with running a very lucrative bus route that begins on Marlbourough Drive. The problem is that the route currently belongs to Dogeyes, but as Winston puts it, this is a problem that Wei already knows how to handle. Taking Conroy and a few other enforcers with him, including Jackie, Wei is given a bus to take on the route. The counterattack against Dogeyes begins.



Click here for interactive maps

Mission Unlocks: Club Bam Bam (Main Story); Popstar, Lead Three (Case One)

Job and Minigame Unlocks: None

Event Unlocks: None

Favor Unlocks: Quick Fix

Rewards: HK $15000, WHITEFISH CI Report: Conroy Wu

With a bus full of angry Water Street boys, Wei needs to hit each stop along the route in order to declare change in ownership. Stop one is at Braemar Hill, not too far from Mrs. Chu's restaurant. One of the enforcers leaves the bus to pound the Dogeyes thug standing guard, and you move on to the next stop.

Tip

The bus itself has a tough time coming to a stop, even if you stand on the brakes and apply the emergency brake. This isn't a problem early on in the mission, when you can just drive into the waypoints and the game takes over from there. When you're trying to avoid civilian traffic, however, the girth and lack of responsiveness of the bus can cost you a lot of Cop points in a hurry.

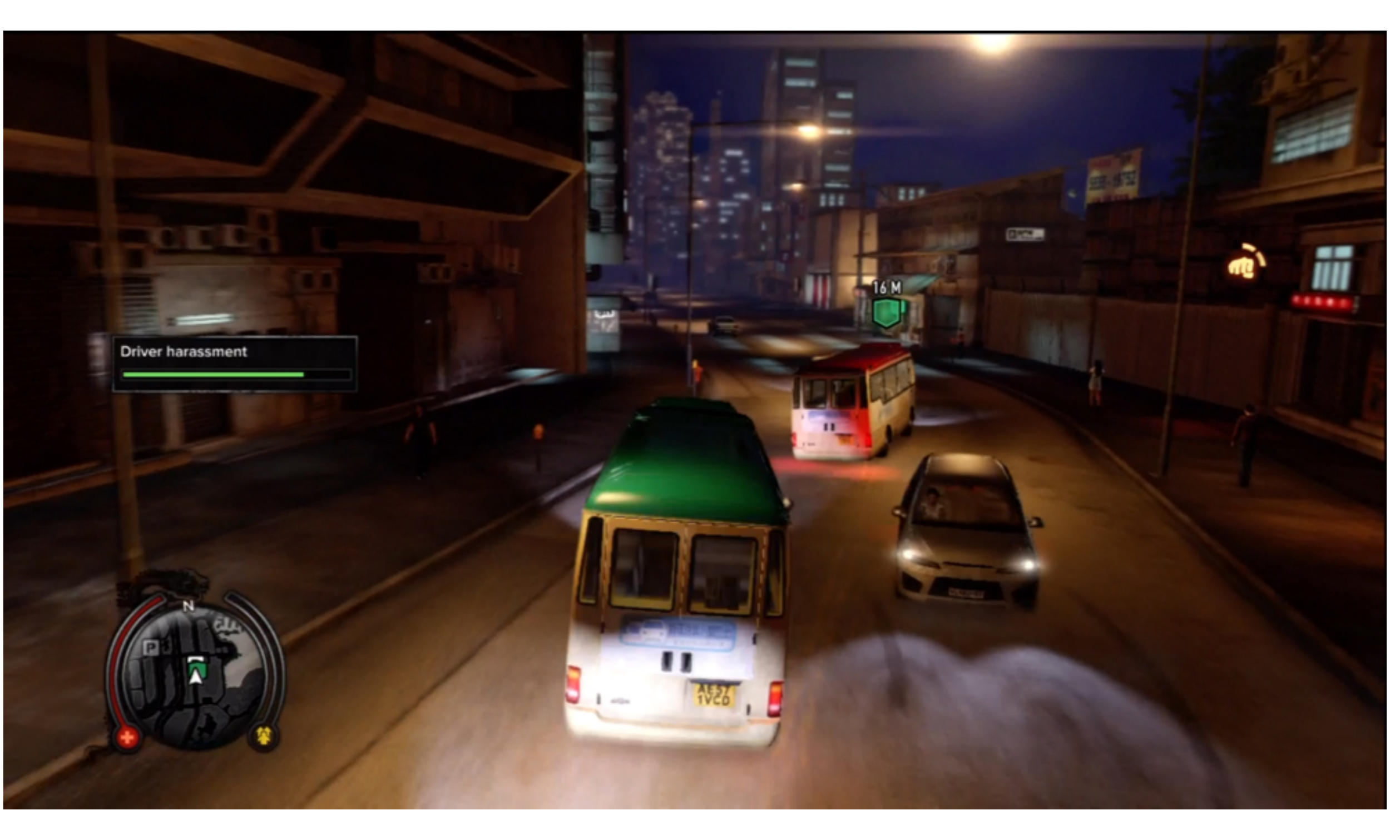
Duke, one of the other enforcers, questions the wisdom of the plan. He is worried about a hostile Triad known as the 18k, or possibly another big-time enforcer within the Sun On Yee named Mr. Tong, coming after them and ending the war violently. It's becoming more apparent that this scuffle between Red Poles has created rifts in the entire Sun On Yee.

The Lei Tung bus stop is your next destination, but the number of Dogeyes' people there requires the whole crew to step off the bus and ration unconsciousness to some suckers. There are a number of civilians at this stop, and while they run the moment the brawl starts, be careful about charging around blindly and attacking at anything that moves. Hurting a civvy will cost you Cop points. There are plenty of environmental hazards to use against the enemy here, so take advantage of them to help build up Triad points.

After the first group is beaten, some more thugs may rush down from the overhead walkway near the stop. Be prepared to face them. Once the area is officially in your possession, you're taken back to the bus to drive to the next stop.

Conroy continues to give Wei a hard time on the way to the Admiralty bus stop. The routes to it available from the second stop all require a bit of finesse to navigate. Couple that with traffic and the longer drive and there's a lot of potential for accidents.

Once at the stop proper, Conroy offers to deal with the goons there himself. As he prepares to go make a fool of himself, another bus driver whips past the stop, and Conroy shouts for you to pursue him in your own bus.



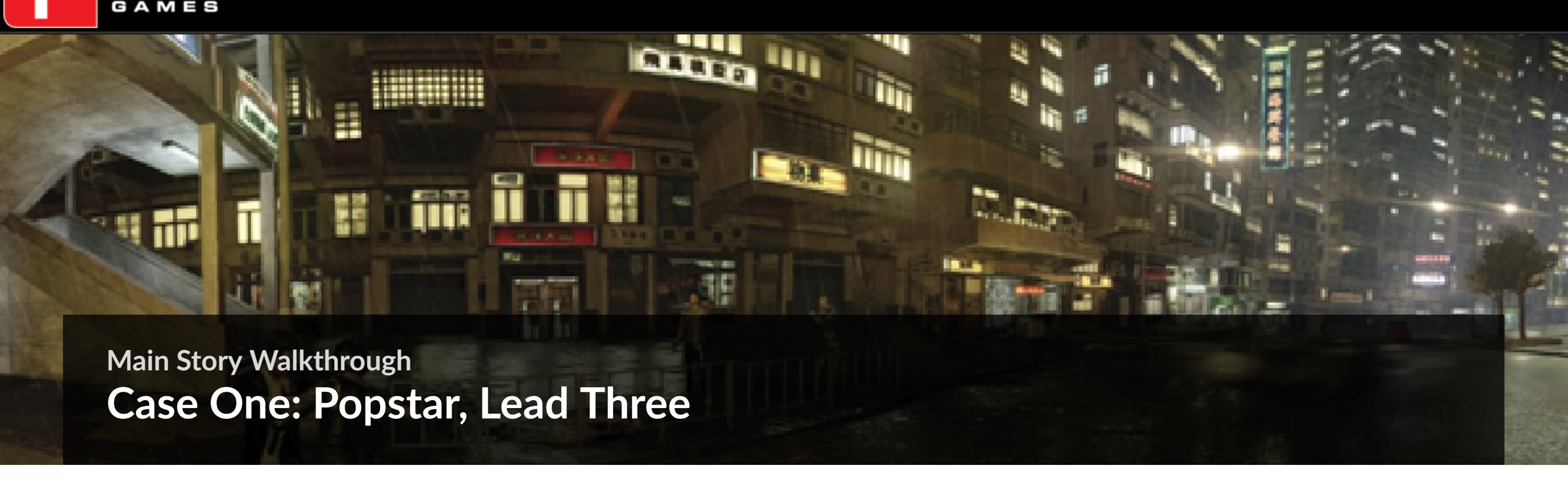
This next bit is a little tricky. You need to stay within a close distance of the red bus and honk your horn repeatedly to harass them, but you don't want to ram them. A harassment meter shows how much progress you've made trying to intimidate the driver, and it empties if they get too far away. The enemy driver will also not pay much attention to the rules of the road in an effort to escape you, meaning that you could be placed in situations where your own bus is causing serious property damage. Be prepared to react to obstacles as quickly as possible. Eventually, once the meter is filled, the driver comes to a stop and offloads his passengers onto your bus.

With the passengers now aboard your own bus, you need to drop them off at the Night Market. In response to your show of force, a number of Dogeyes' enforcers show up in sports cars, trying to ram you off the road. Unfortunately for them, you're in a bus, a much heavier vehicle, and you can use the Ram Attack. Ram them until you've finished off the pursuers, then drive to the Night Market. Depending on how long it took you to harass the driver and take out the enemy vehicles, this could be a very long or very short drive.

After beating back the pursuers, a passenger satisfaction meter appears on screen. You now need to drive as safely as possible to avoid emptying the meter. Once you drop off the customers at the Night Market, the mission is complete.

Note

You'll get a call from Tran at the chop shop, and he'll let you know that you can purchase a new ride from him at a discounted rate. Car dealer icons will now appear on your map. You'll need to be at certain Face levels to make purchases with some dealers, though.

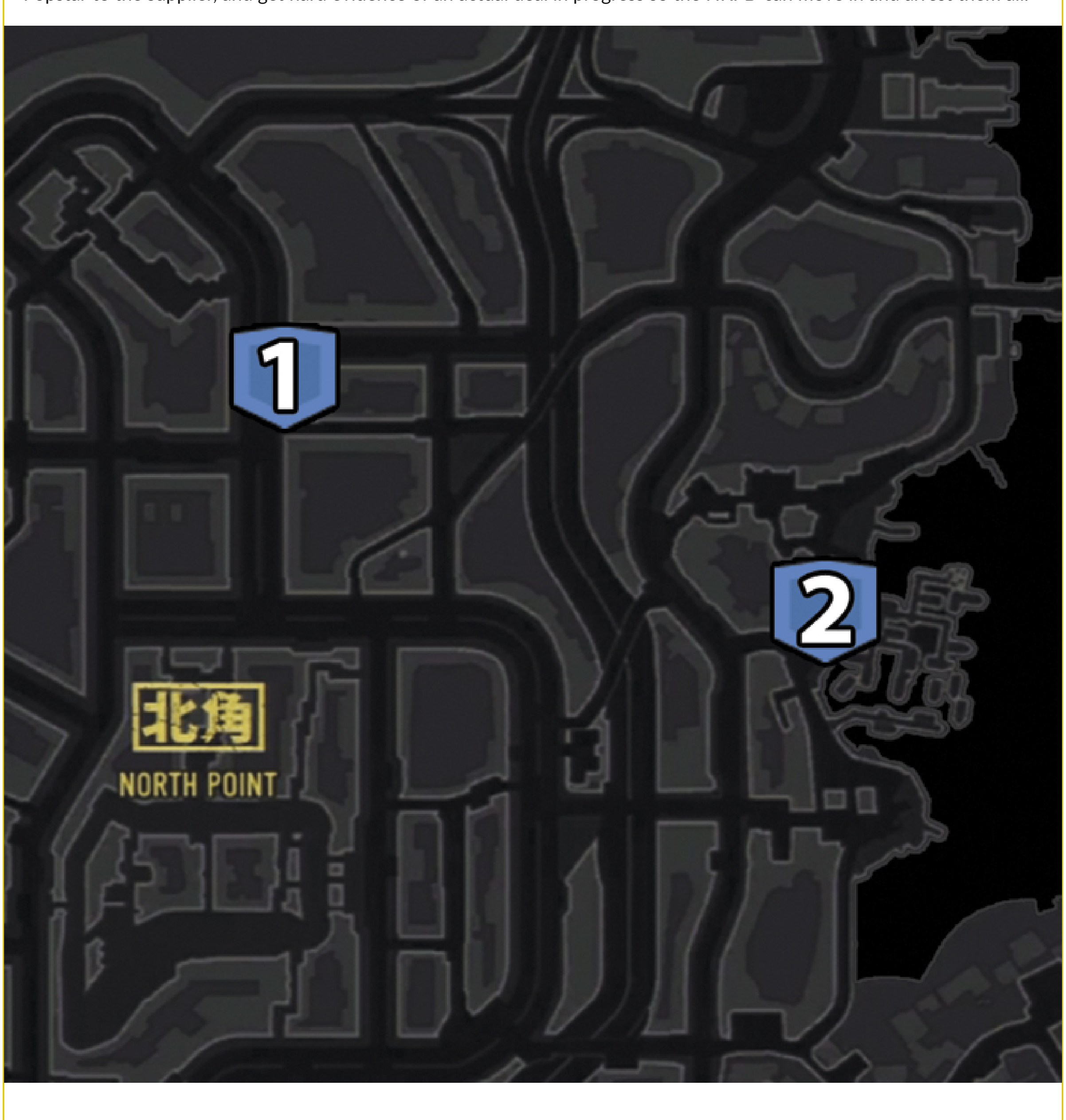


Main Story Walkthrough

Case One: Popstar, Lead Three

Preceding Missions: Amanda (Main Story), Mini Bus Racket (Main Story)

After a few missions related to the Sun On Yee, Inspector Teng finally comes through with a solution of how to follow Popstar to his new supplier. The HKPD have prepared a chicken delivery truck as well as a disguise. It's up to Wei to tail Popstar to the supplier, and get hard evidence of an actual deal in progress so the HKPD can move in and arrest them all.



Click here for interactive maps

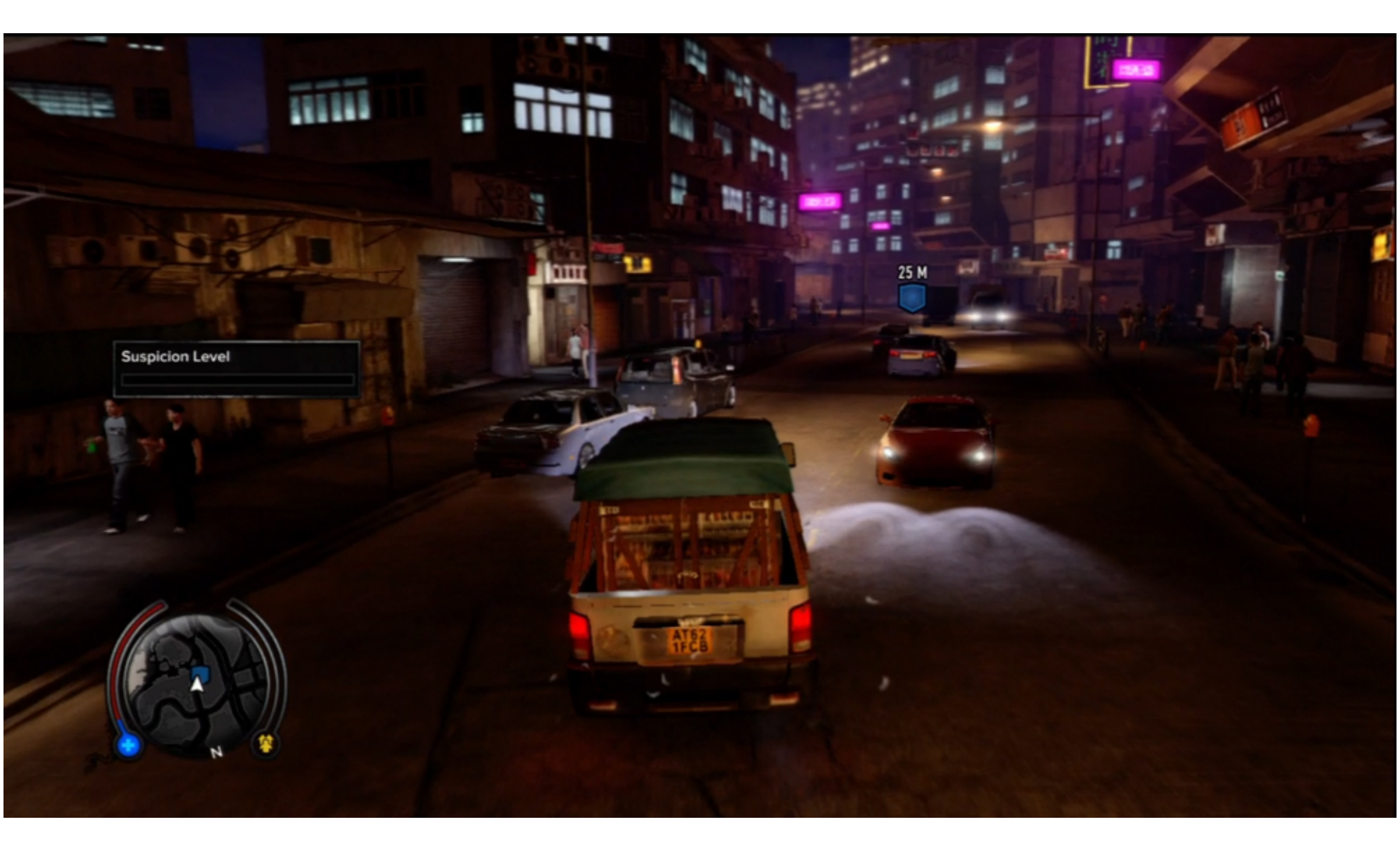
Mission Unlocks: None

Job and Minigame Unlocks: None

Event Unlocks: None

Favor Unlocks: None

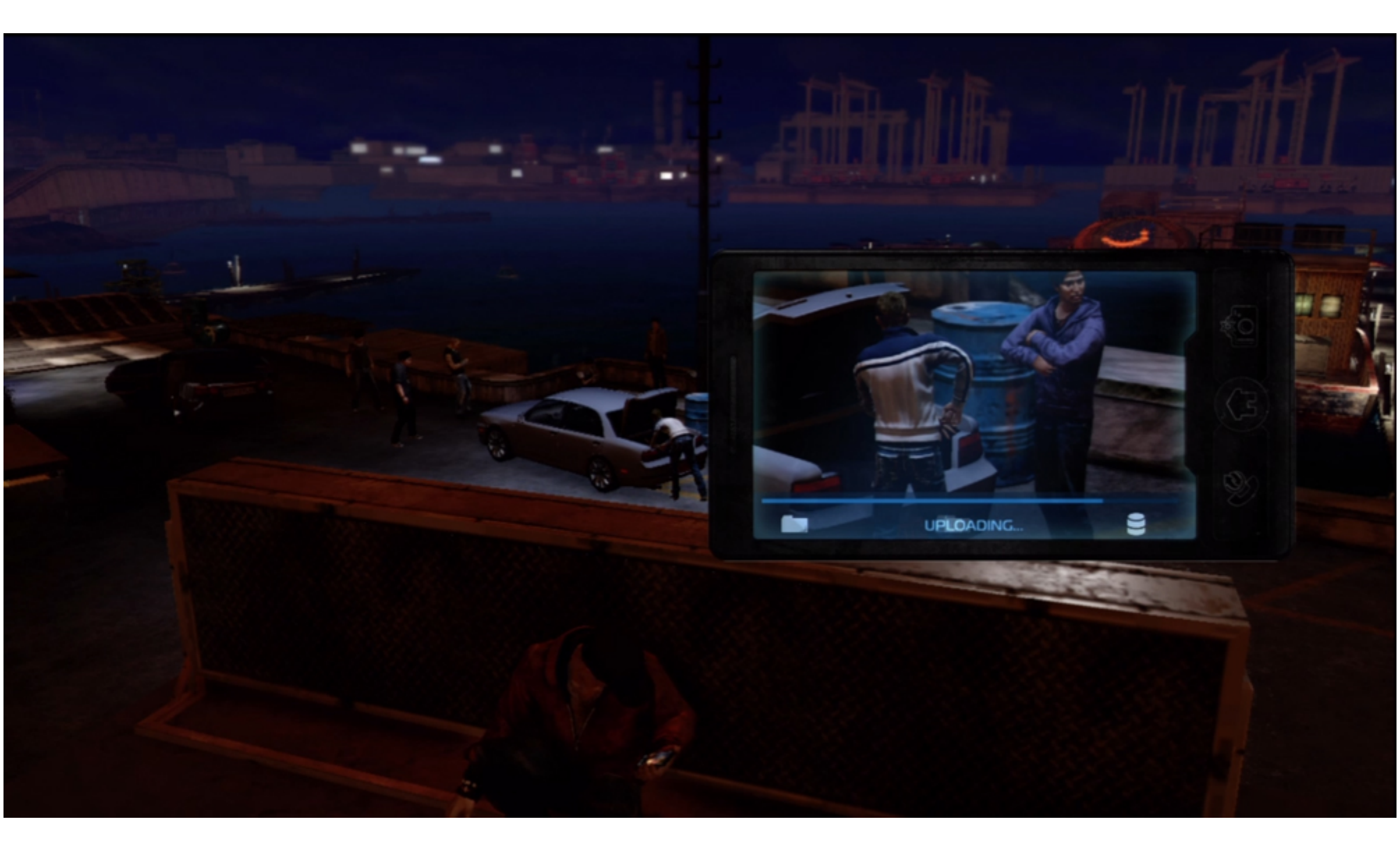
Rewards: HK $2400 (Popstar, Lead Three), HK $2400 (Popstar, Finale), Grubby Clothes (Clothing Set), Death of Officer Charlie Ho



Climb into the delivery truck that has been provided, and wait for Popstar to show up. He'll climb into a sports car and be driven to the deal. Tailing is about keeping the suspicion meter from filling up. You do this by not driving dangerously, avoiding accidents, staying on the right side of the road, and not getting too close to the target car. You have to keep Popstar's car in sight though, otherwise you'll fail the mission. A good distance is roughly thirty to fifty meters away from his car, so long as it's in sight.

You have to be careful, but Popstar's driver clearly employs offensive driving techniques. He will be driving fairly fast and recklessly, swerving between cars, and running red lights. You can get away with some stuff to keep them in view, but absolutely do NOT crash into their vehicle. They eventually arrive at the docks. Wei automatically parks the delivery truck out of view. From here on, your infiltration is on foot.

Climb on the roof near the truck and take cover as prompted. Another car will arrive, filled with bodyguards and the supplier. Your goal now is to take a photograph of the meeting with your smartphone. When aiming the camera at the meeting, you'll know you're in the right spot when the targeting reticle turns green.

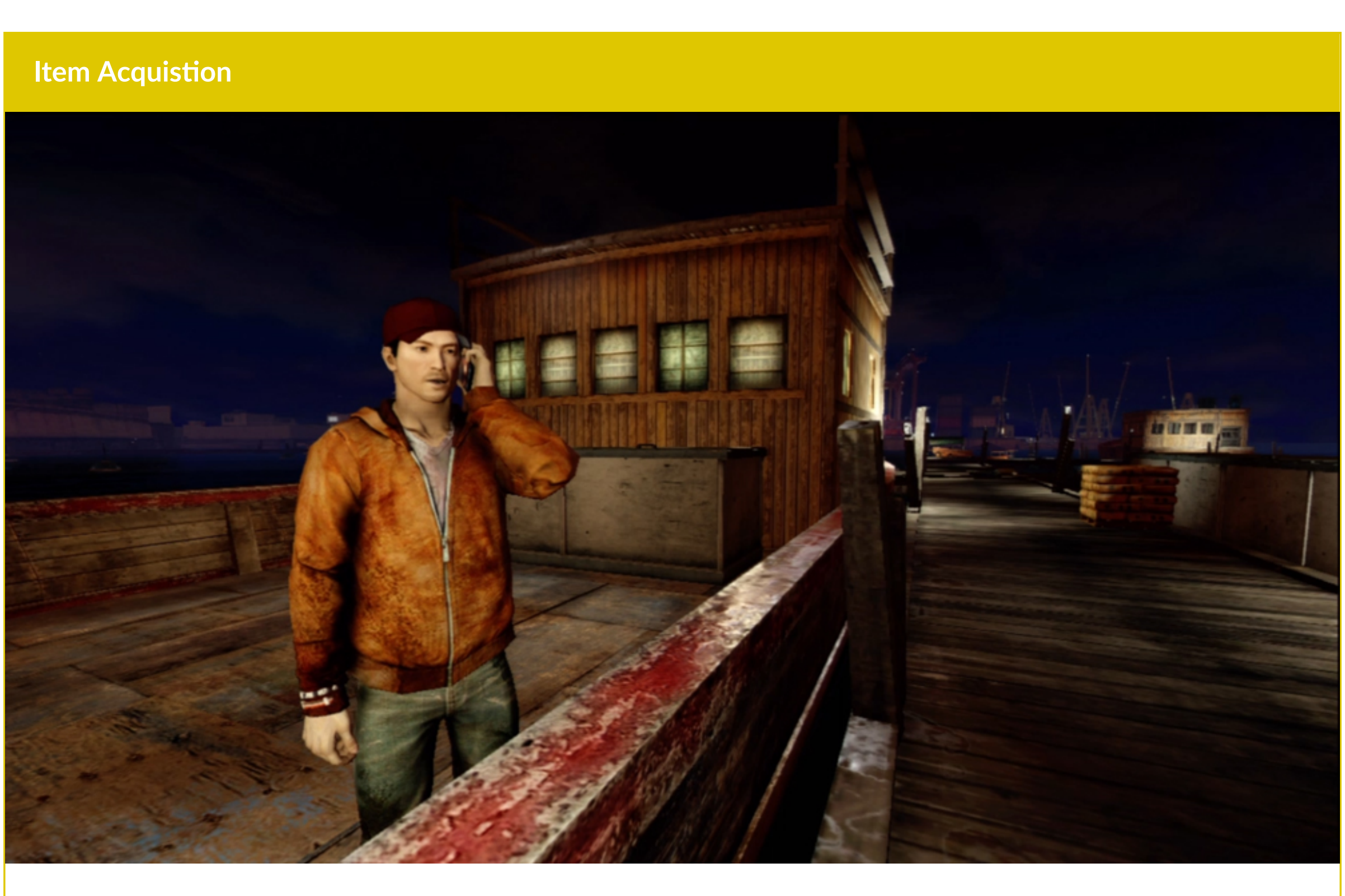


With the photos taken, you need evidence of an actual exchange of money for goods. Once the group leaves the initial meeting point, you're clear to drop off the roof and follow them down to the docks. Don't get too hasty here or you'll get spotted!

The major obstacle to accessing the dock is one of Popstar's guards. Wei begins to stumble at this point, acting drunk to try and convince the guard to let him pass. You're given a Fast Talk prompt to fool the guard, which involves relieving the contents of your stomach in front of the guy, hopefully on his shoes. Not wanting to deal with a scummy drunkard, the guard forgets about you and you're able to slip past.

At the next waypoint, climb up to the roof of the indicated boat, and get your camera ready to take more pictures of the deal going down.

Item Acquistion



One of Sifu's Jade Statues can be found on this boat, atop one of the crates you use to boost yourself to the roof of the ship.

As you might be able to tell from the heated exchange between Popstar and the supplier, things are about to get violent...and they do. Popstar double taps the dealer in the chest, while a scuffle breaks out between Popstar's guards and those of the supplier.

Fortunately, you've just caught all of that on camera. Contact Inspector Teng when prompted to deliver the news. While she would have preferred to bring Popstar's supplier alive, the evidence gathered already will be enough to get Popstar locked up for a very long time. The Sun On Yee's drug distribution will be crippled in the wake of the arrests, but that means that Wei's life just got more dangerous.

Your escape from the crime scene is complicated by the sudden arrival of HKPD units, and seeing your vehicle fleeing the area has made you into a target. Evade the cops, and then drive back to the Undercover Police HQ. Once there, park the truck in the opened storage garage. Teng will call you to say that the arrests have been made, and that Popstar is definitely getting life in prison for his actions. The case is officially closed!

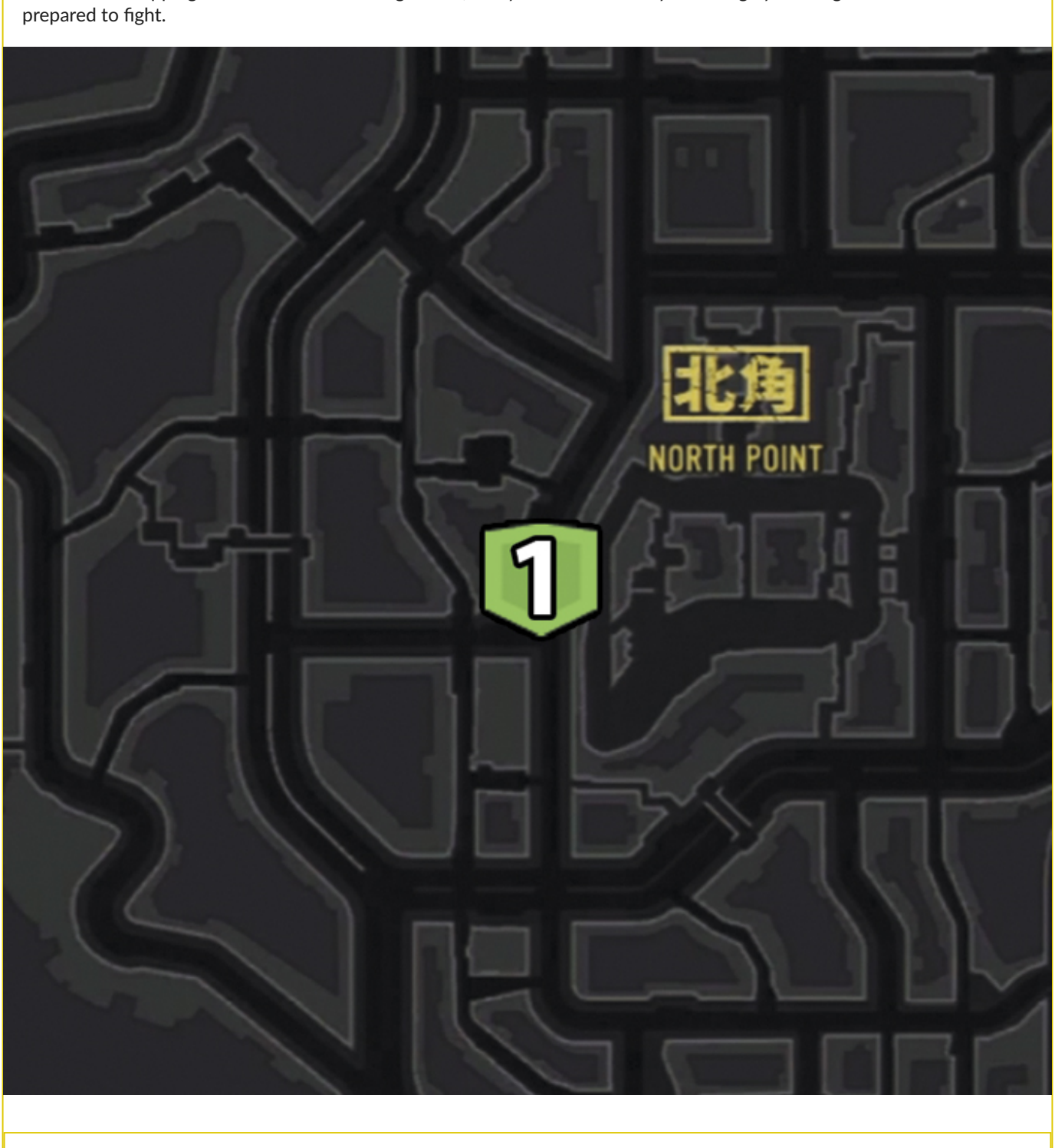
Main Story Walkthrough

Club Bam Bam

Preceding Missions: Amanda (Main Story), Mini Bus Racket (Main Story)

Returning to Mrs. Chu's restaurant, Wei finds a livid Winston raging about the latest betrayal to strike the Water Street Gang. Benny, the owner of Club Bam Bam, has officially sided with Dogeyes in the escalating feud. It would seem that the rival Red Pole is taking the club as payment for having lost the most profitable bus route in the city. Wei assures Winston that he will go to Benny to make him see reason, and it's enough to barely calm Winston down.

If you're not yet in the habit of eating food and drinking tea and energy drinks before a mission, this is a good time to start. You're stepping into the hornet's nest right now, and you will need every advantage you can get. Go to the club prepared to fight.



Click here for interactive maps

Mission Unlocks: Listening In (Main Story); Hotshot, Lead One (Case Two)

Job and Minigame Unlocks: Bam Bam Karaoke

Event Unlocks: None

Favor Unlocks: Tiffany's Song

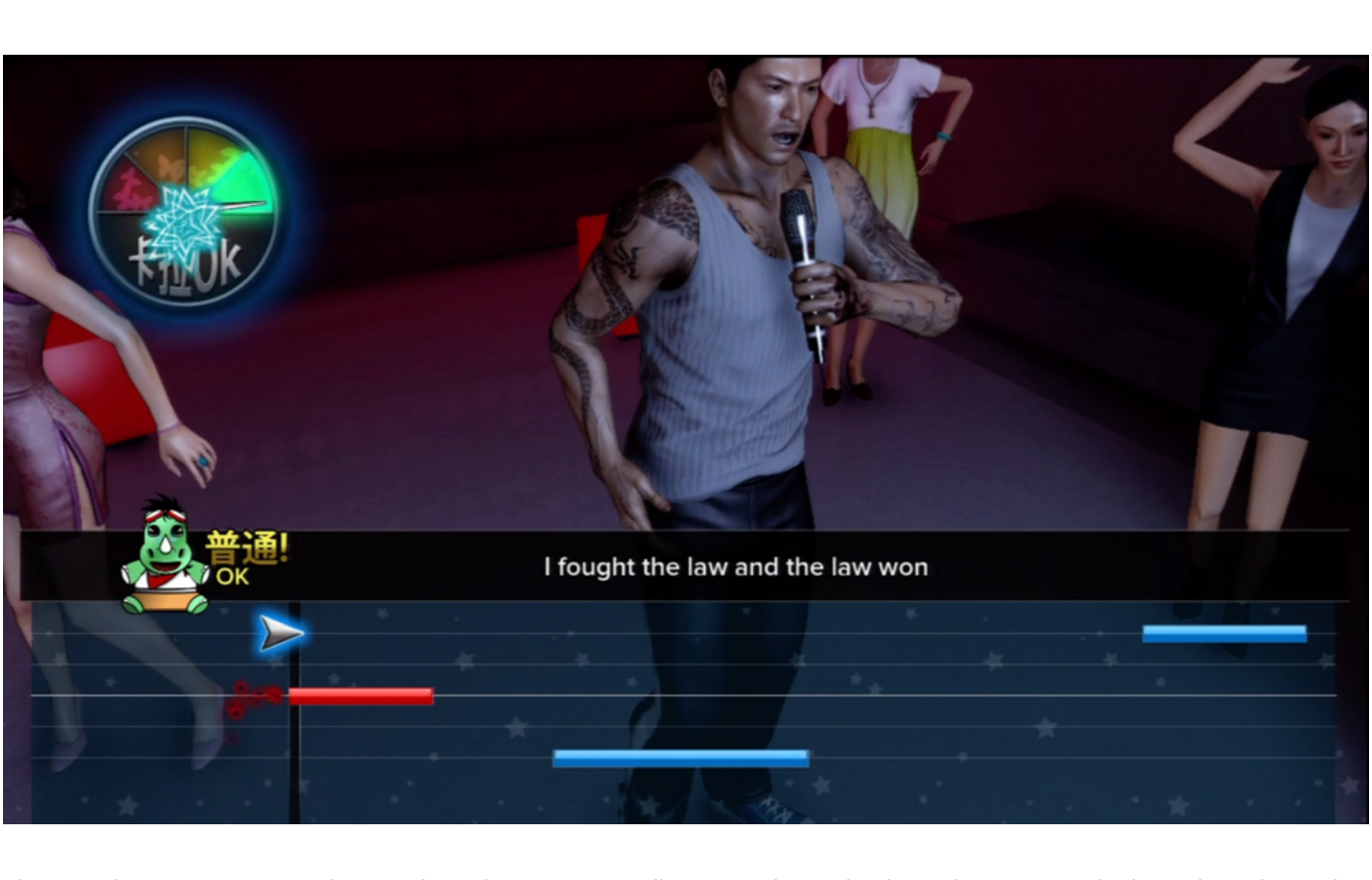
Rewards: HK $5000, Tiffany's Phone Number, New Karaoke Songs, Field Report: Water Street Gang

Drive to Club Bam Bam with food buffs at the ready. There's a nearby ice cream stand you can take advantage of just before going inside, if you're looking to save some time.

The bouncer at the door gives you some trouble when you try to walk in. Fast Talk your way past him, and enter the club proper. You get a text from Winston letting you know that Benny is in the VIP area, and that you're to make an example out of him.

Once inside, try to get past the indicated bouncer to reach the VIP lounge. He refuses to allow access, saying you need to either be a VIP or have the company of a hostess. Since you're not yet allowed off the leash to just destroy the man where he stands, go back to the dance floor and find a hostess.

The one you can talk to, Tiffany, quickly agrees to let Wei into the VIP area. He tries to dig up some information about Benny on the way to the Karaoke room, but isn't successful. Tiffany wants to sing instead of talk about her boss. She sets you up for a song, and insists that you go for it.



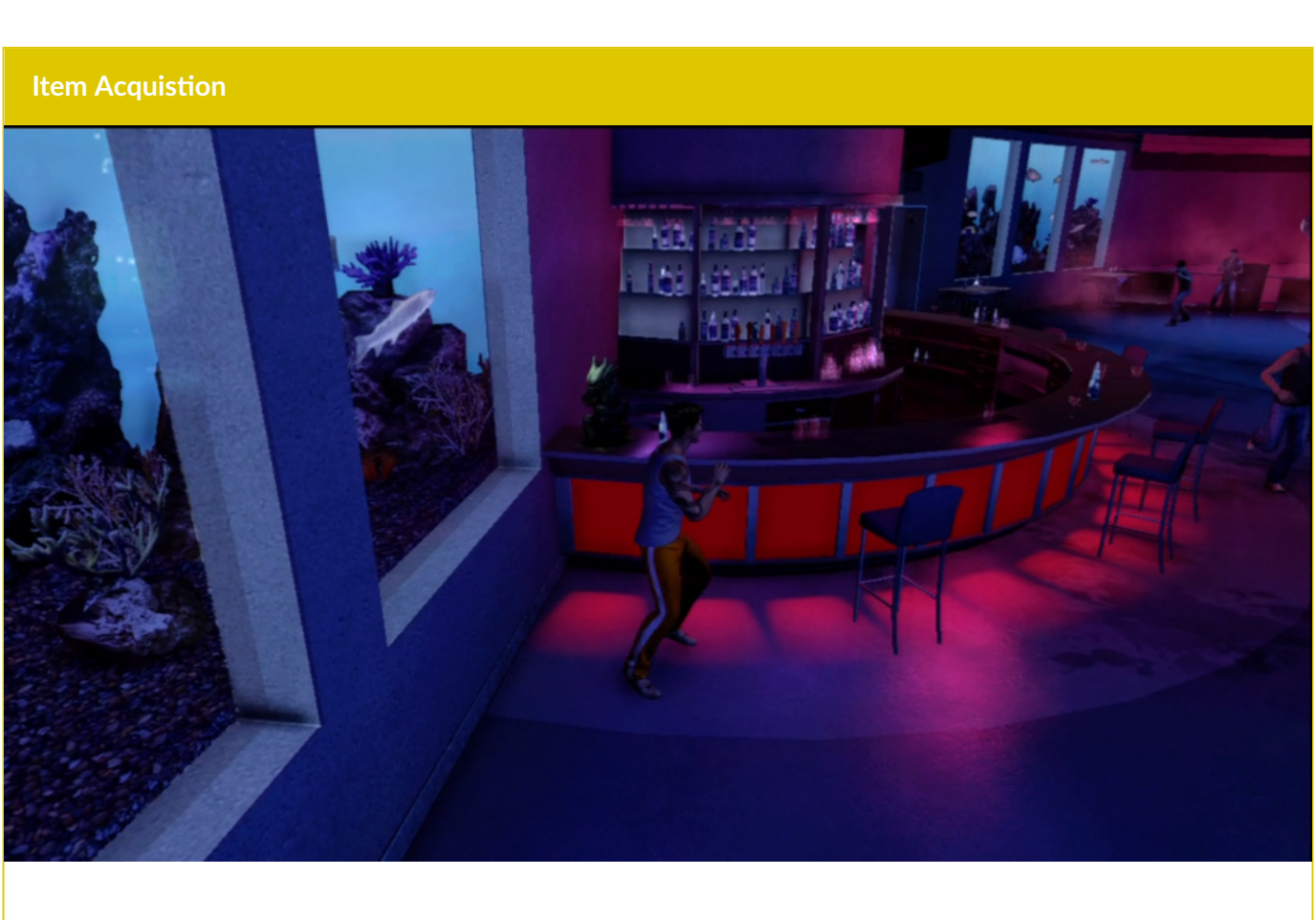
The Karaoke minigame is simple enough to play. To score well, you simply need to keep the arrow on the left side of the pitch bar on top of any notes that stream down the playing field. You need to perform well to pass this part of the mission. There's only one song available now, but there are multiple songs that can be unlocked over the course of the game. It's actually worth screwing up some of the notes just to listen to Wei Shen's voice crack and warble badly off key while he sings for his audience, and the song selection itself only adds to the fun.

Once you finish up with the song, Wei is able to convince Tiffany that he needs a VIP room, and she happily obliges. You now have access to the upper floors. Climb up the stairs beyond the unlocked door.

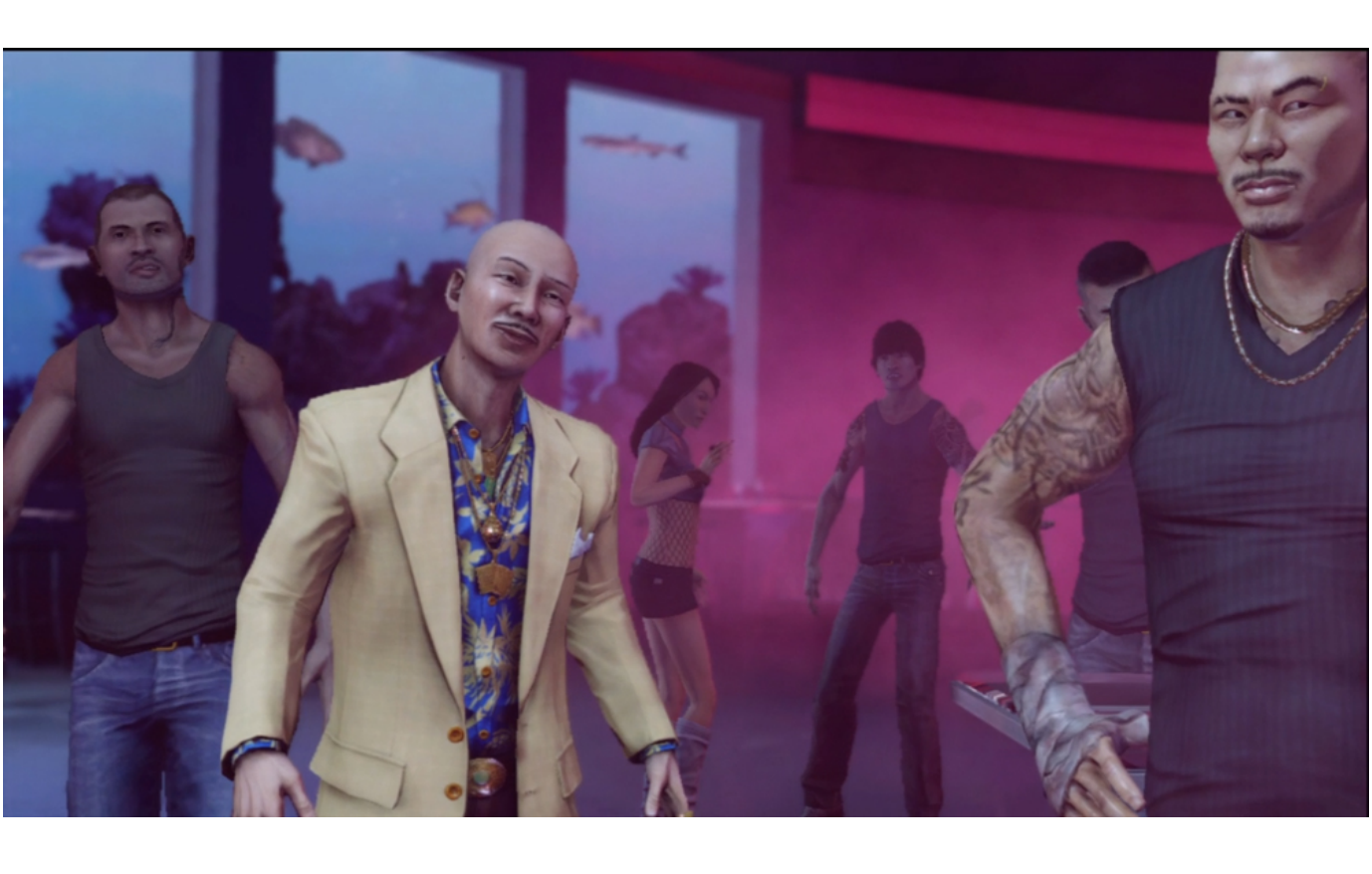
Tip

After the mission, you'll receive Tiffany's phone number on your smartphone. Call her up and set up a date. It counts as one of the favors in the game, and it also unlocks the ability to see on the in-game map where all of the Jade Statues are located.

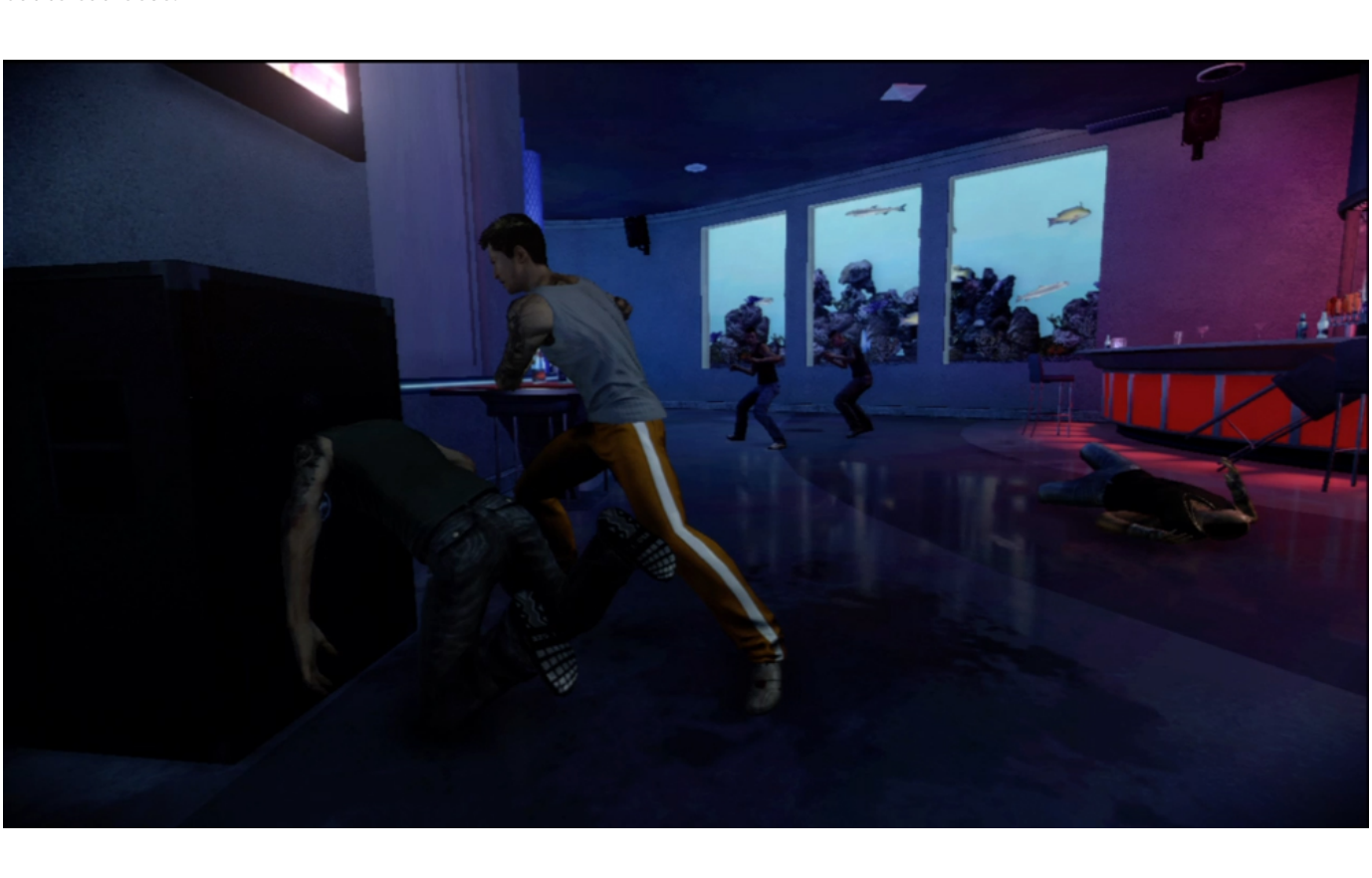
Item Acquistion



One of the Jade Statues for Sifu is on the counter of the second floor bar. Despite the fairly dark lighting, it's hard to miss the flashing sculpture. You can snag it before going towards the objective marker on the second floor, or after things get rowdy.



Several of Dogeyes' people try to stop you before you go farther into the club, but Wei calmly asks for Benny. He offers to help Benny with any problems he may have with Dogeyes, in exchange for his loyalty to Winston. This goes over with the local muscle about as well as a kick to the face, and Benny retreats to his office. Surrounded by the enemy, Wei now has no choice but to cut loose.



This is one of the bigger fights you've gotten in so far. Wei is, as usual, outnumbered, and one or two mistakes can be extremely costly. Fortunately, you've got a lot of tools at your disposal outside of your hands and feet. Use the tables and the bar itself to bash some heads. Since you're on the second floor, you can even toss people over the balcony down to the first floor, a day ruiner by any stretch of the imagination. Also scattered throughout the club are numerous items to pick up and use as throwing weapons. Use them to soften up opponents, as well as help Wei build up the Face Meter.

After winning the fight, Wei runs over to Benny's office door, demanding he come out and discuss business, but a pair of bouncers attack Wei. This is your official introduction to getting grappled from behind. If Wei is surrounded and an enemy grapples him from the back, other enemies in the area will try to get in free shots on Wei, interrupting any attempts to escape the grapple. To deal with this, Strike the bouncer in front of Wei, which momentarily stuns him and allows you a chance to rapidly tap the Counter button to break out of the grapple.

The bouncers here, Grapplers, are not your average braindead thug. Grappling them is risky business unless they are stunned or low on health. They hit hard, and are quite capable of lifting Wei up and body slamming him to the ground, causing heavy damage.

If they get their hands on Wei, they will try to either throw him, or land a powerful punch. In either case, you're given a chance to escape and Counter their attack with a Quick Time Event (QTE).

If Wei is knocked down, they will try to stomp on him, prompting another QTE to escape further injury. Your best bet when dealing with Grapplers like this is to focus on flurries of fast Strikes, or using combos that stun enemies. As always, be prepared to Counter at a moment's notice.

Once the two Grapplers on the second floor are down, get down to the first floor and confront more of the security: more Grapplers, Brawlers, and a pair of knife-wielding thugs. This is a rough fight, particularly early in the game when Wei doesn't have the nastier parts of his arsenal on hand. Do what you can to get rid of at least one of the knife wielders first, then use his weapon to cut the second one down as quickly as possible. If any of the Grapplers get a hold of you, make sure you kick anyone in front of you before trying to break out of the hold.

Use as much of the environment as possible to try and help defend yourself against being surrounded, as well as to help you eliminate enemies. The first floor bar and nearby tables have plenty of space for heads to be bashed against.

And the fight isn't over yet! With the dance floor clear, Wei needs to check the bathroom for Benny. Sure enough, four more thugs await you inside—one of whom is marked as a leader, with more health than the others. This fight is in a more restrained space, but the smaller number of enemies makes it easier to manage. Stun enemies if you can, and go for environmental takedowns.

Tip

If you slam three goons head first into the toilets, you can get the "Strike Gold" achievement/trophy.

After the fight, Benny's escape attempt is cut short by a boot to the head. Wei offers him protection against Dogeyes so long as he remains loyal to Winston. This seems to be enough to calm Benny for now. With this, Club Bam Bam is officially territory for the Water Street Gang once more.

Checking In

Raymond texts Wei as soon as the incident in the Club is settled. It's time for an in-person checkup on the undercover agent. The meeting does not go smoothly. Raymond's concerns for Wei's mental health are rebuffed, and the insistence that he is a cop just like Raymond only further infuriates him. It's clear that the situation within the Sun On Yee is about to explode at any moment, but Wei may not last long enough to see it all go down.

In the morning, after Wei wakes up in his apartment, he gets a very terse text message from Winston: Report to the restaurant.

The Snitch

Winston, Ming, and Conroy are already in the kitchen, waiting for Wei. It seems that Popstar's sudden arrest has finally pushed the limits of Wei's credibility. Ming believes that they've found a rat. Held at gunpoint and with seconds to spare his life, Wei uses information he knows about Ming's previous dealings to try and survive. Ming betrayed Winston once for Dogeyes, and now he stands to control the entire ketamine racket with Popstar gone. He's still dealing, but who is the new supplier?

The reasoning is good enough for Winston, who apparently dislikes Ming much, much more than he suspects Wei's actual loyalties. Justice is swift and final for Ming. Winston stalks off with a warning: Loyalty first. If Wei gets in to business just for himself, he'll end up like Ming—an open mind pouring knowledge all over the kitchen floor.

Back at the apartment, Wei gets a text message from Jackie Ma. There is some good news from all this; his Uncle Tran now trusts you to do some work for him, and he becomes a contact in your smartphone.

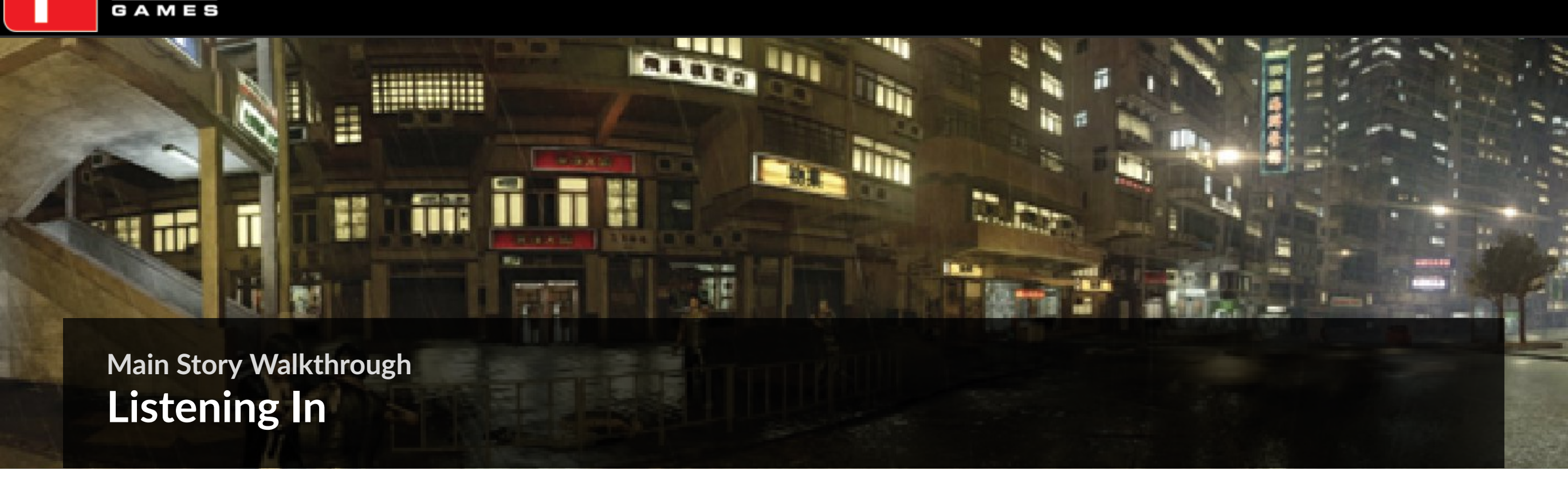
Note

Tran's Carjacking jobs are a good way to make a quick dollar. Call Tran up, and he will text you with the sort of car he wants brought in, and where it can be found. From there, go to the new location marked on your map.

Note

More importantly, you have Tiffany's phone number. Call her up immediately and complete her Favor, "Tiffany's Song", so you are able to pinpoint the locations of all the remaining Jade Statues in the game. You'll want to get those Melee Training Upgrades as early as possible.

Now that things have settled down somewhat, Wei has two new assignments waiting for him.



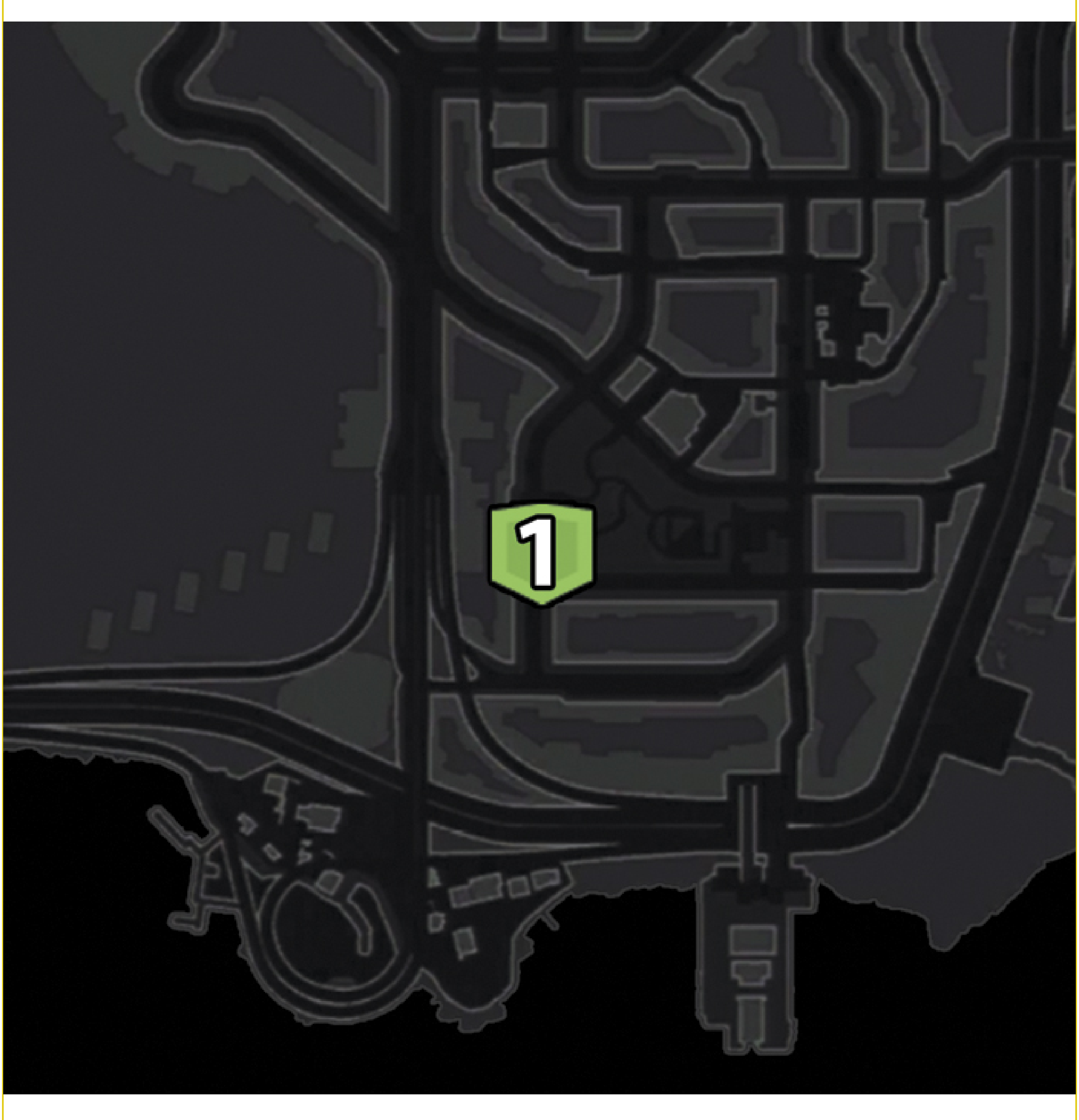
Main Story Walkthrough

Listening In

Preceding Missions: Club Bam Bam (Main Story); Popstar, Lead Three (Case One)

Despite recent tensions surrounding Wei's true identity, Pendrew wants to press harder for more information about the Water Street Gang's current situation. To do that he needs to listen in on Winston's own planning meetings that are often held in the kitchen of the restaurant. Wei is directed to a hardware store, where his contact Ping will hand over the hardware he needs.

Instead of Ping, Wei finds a woman who is the owner of the shop. Flirting with Wei, she insists that she is "Not-Ping," but is more willing to help him figure out the new hardware.



Click here for interactive maps

Things get complicated the moment Wei leaves the store.

Mission Unlocks: Tiffany's Gun: Chain of Evidence (Main Story)

Job and Minigame Unlocks: Bug Planting

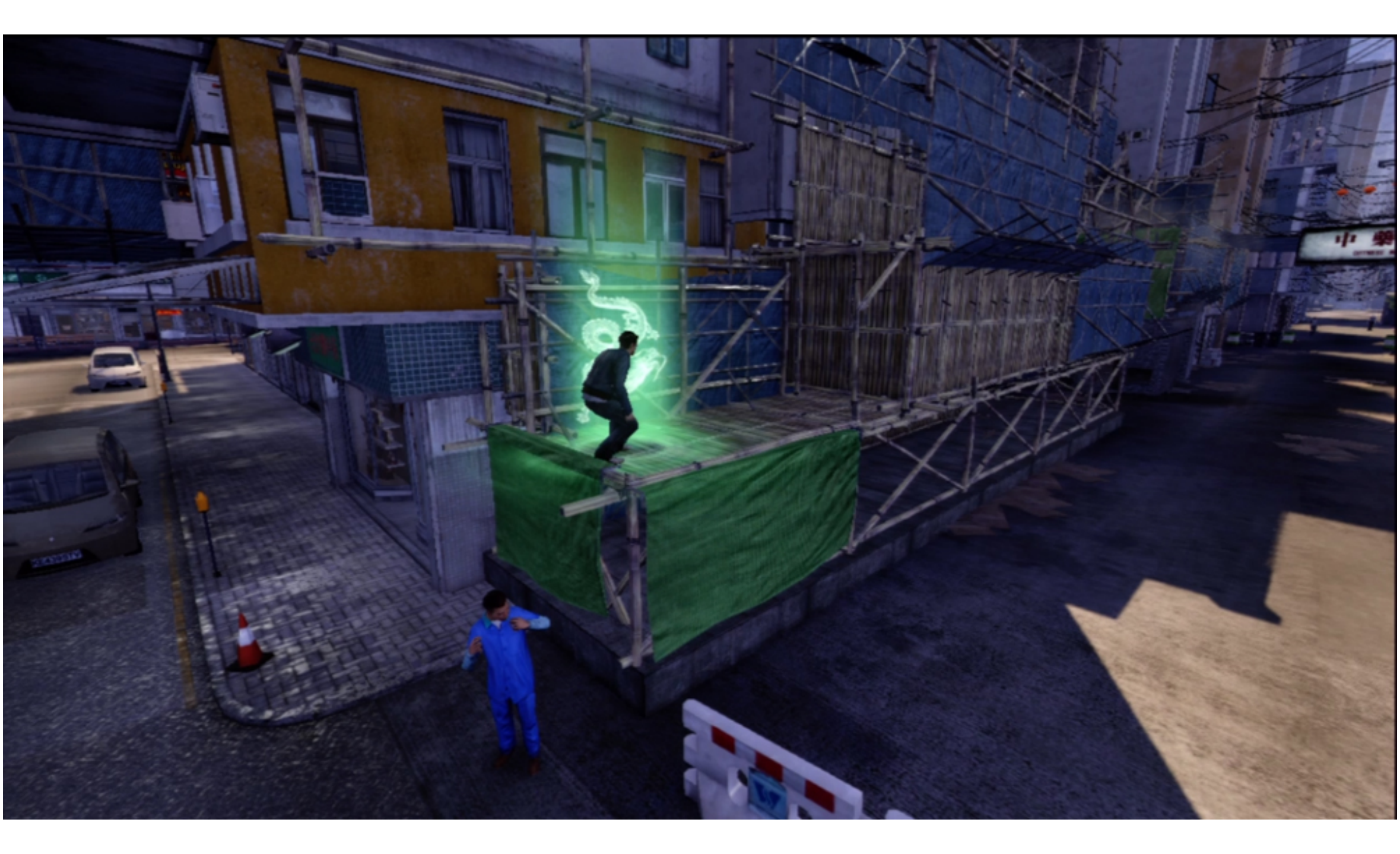
Event Unlocks: None

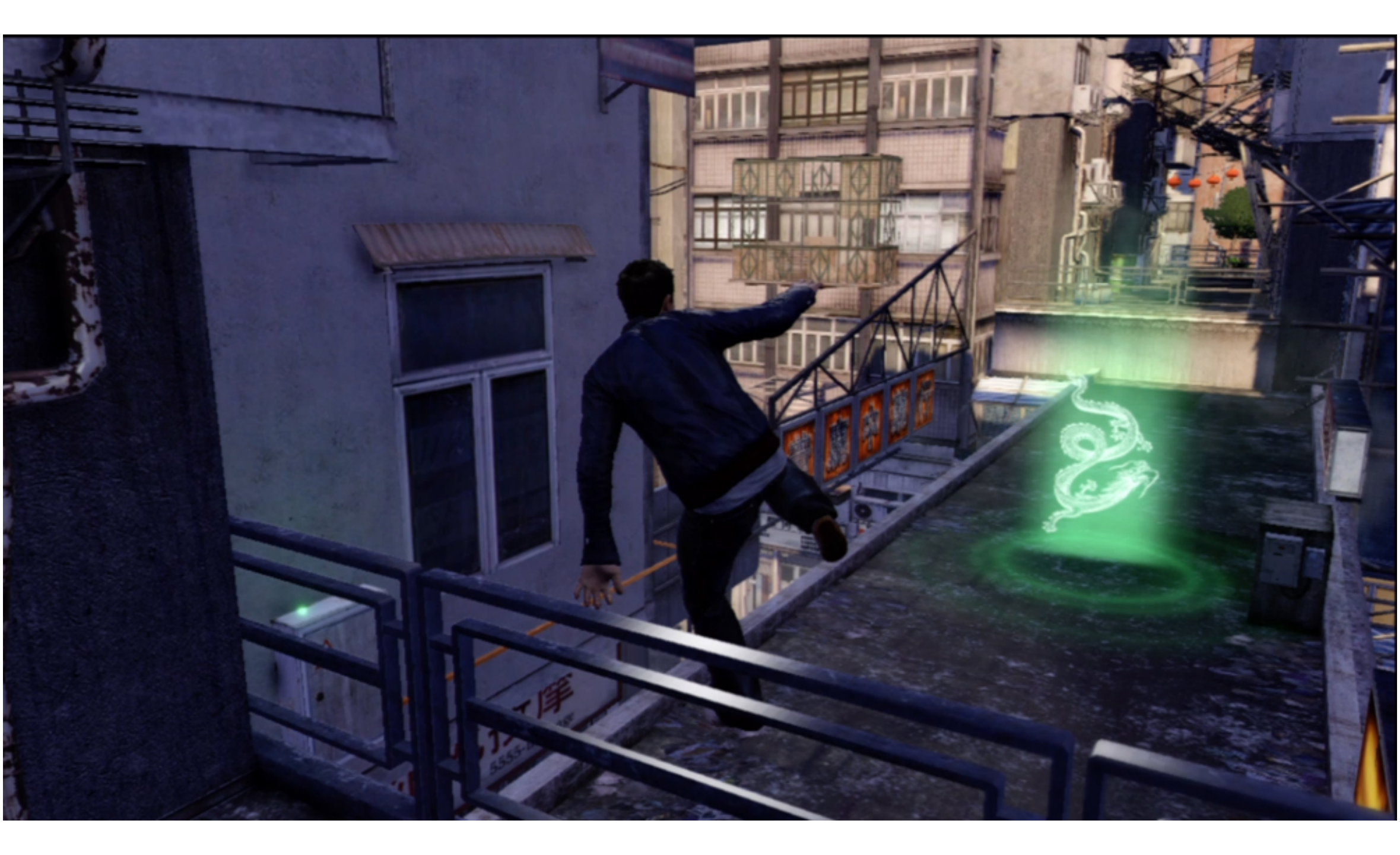
Favor Unlocks: Impress Not-Ping

Rewards: SFPD—Psych Eval Wei Shen Revised

As soon as Wei sets foot outside the shop with his goods, a thief runs up, snatches the bag out of his hands, and sprints across the street into the park. Give chase, and be ready to maneuver through some fairly heavy civilian foot traffic. Fortunately, as much as it slows you down, it can also slow down the thief. As soon as you get close enough, tackle him to the ground. This will force him to drop the bag. You can then choose to finish him off in a fist fight, or you can pick up the dropped bag and relieve him of consciousness that way.

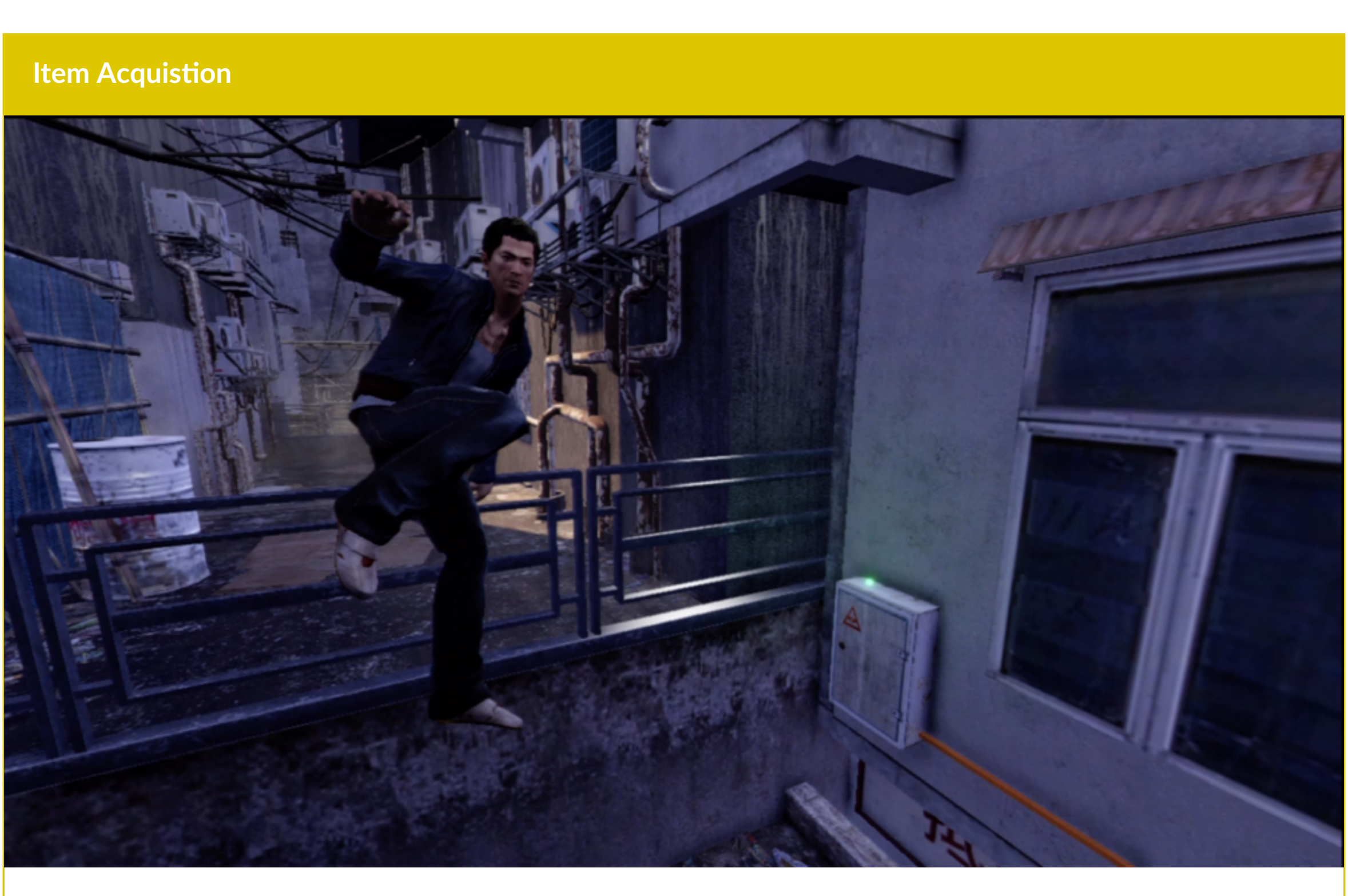
After dealing with the thief, call Raymond. He tips you off to a point of infiltration of Mrs. Chu's Golden Koi restaurant: a construction site located across the street from the target building.



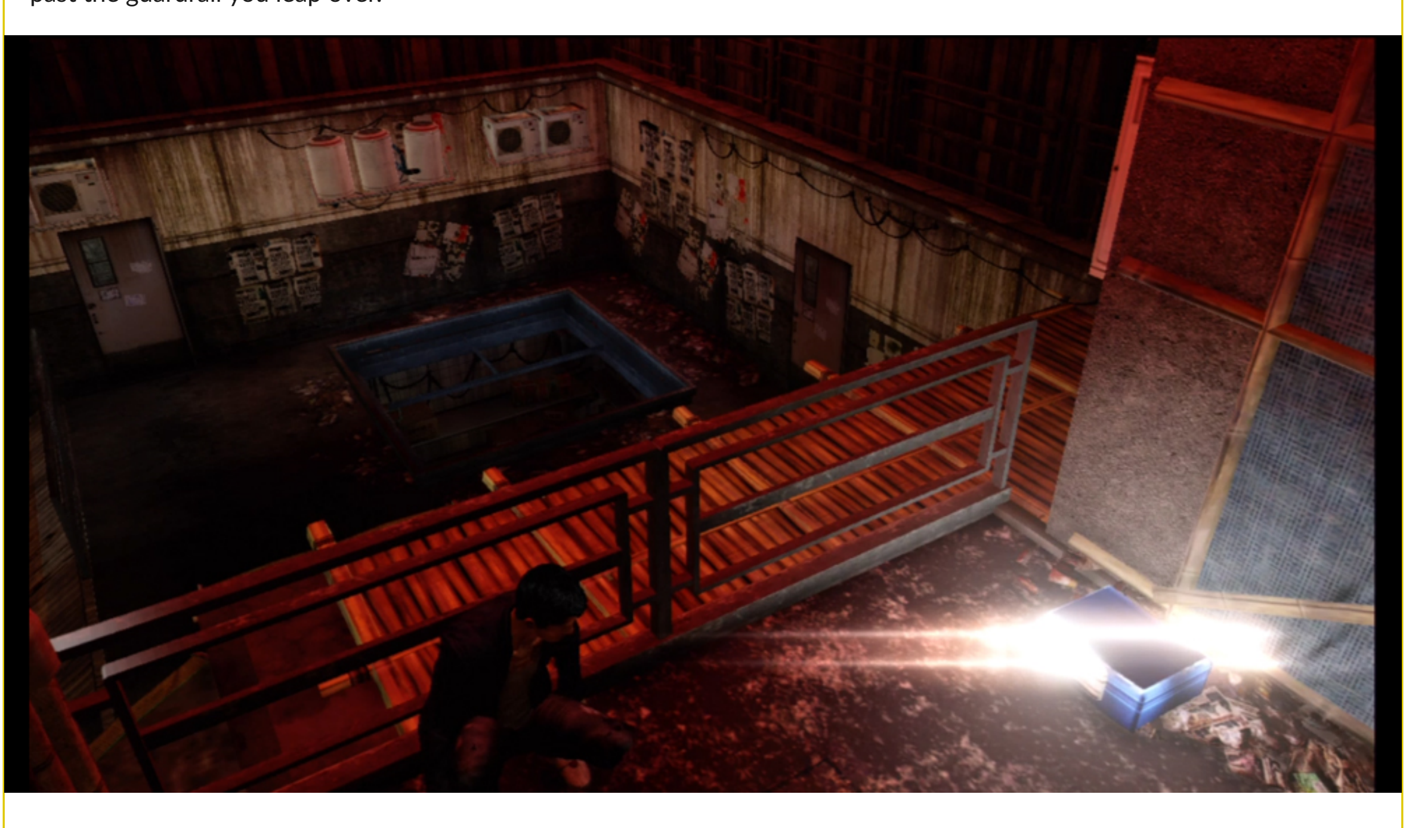


The access point is clearly marked by a waypoint. You'll find that every ledge you need to climb and the gaps you need to cross are marked by green tarps. Eventually you'll reach a dead end that you can climb up, and cross the top of the bridge that connects the construction site to the Golden Koi.

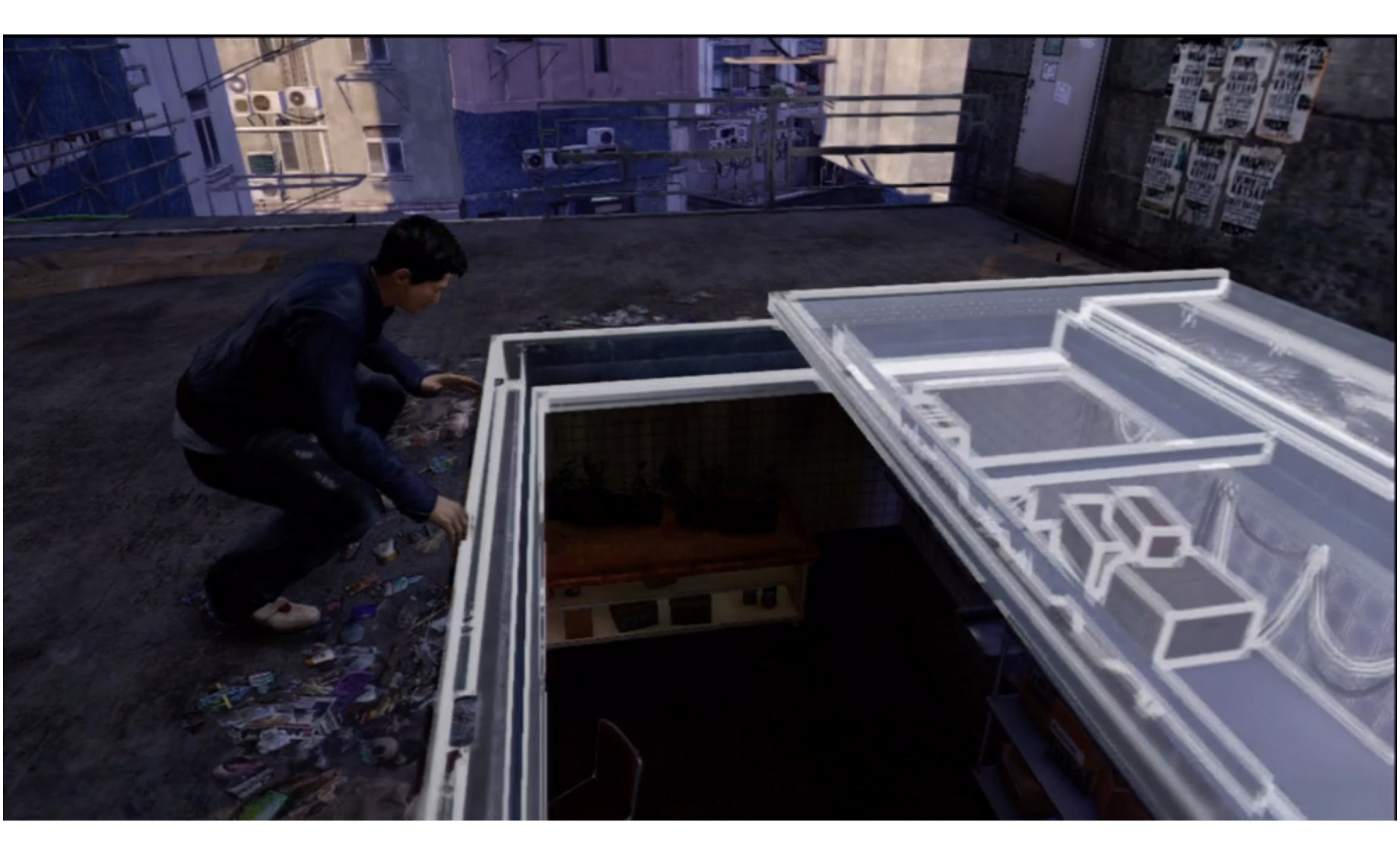
Item Acquistion



At the start of the bridge, you can find a camera control box to hack. It's easy to miss this if you're in a hurry, since it is just past the guardrail you leap over.

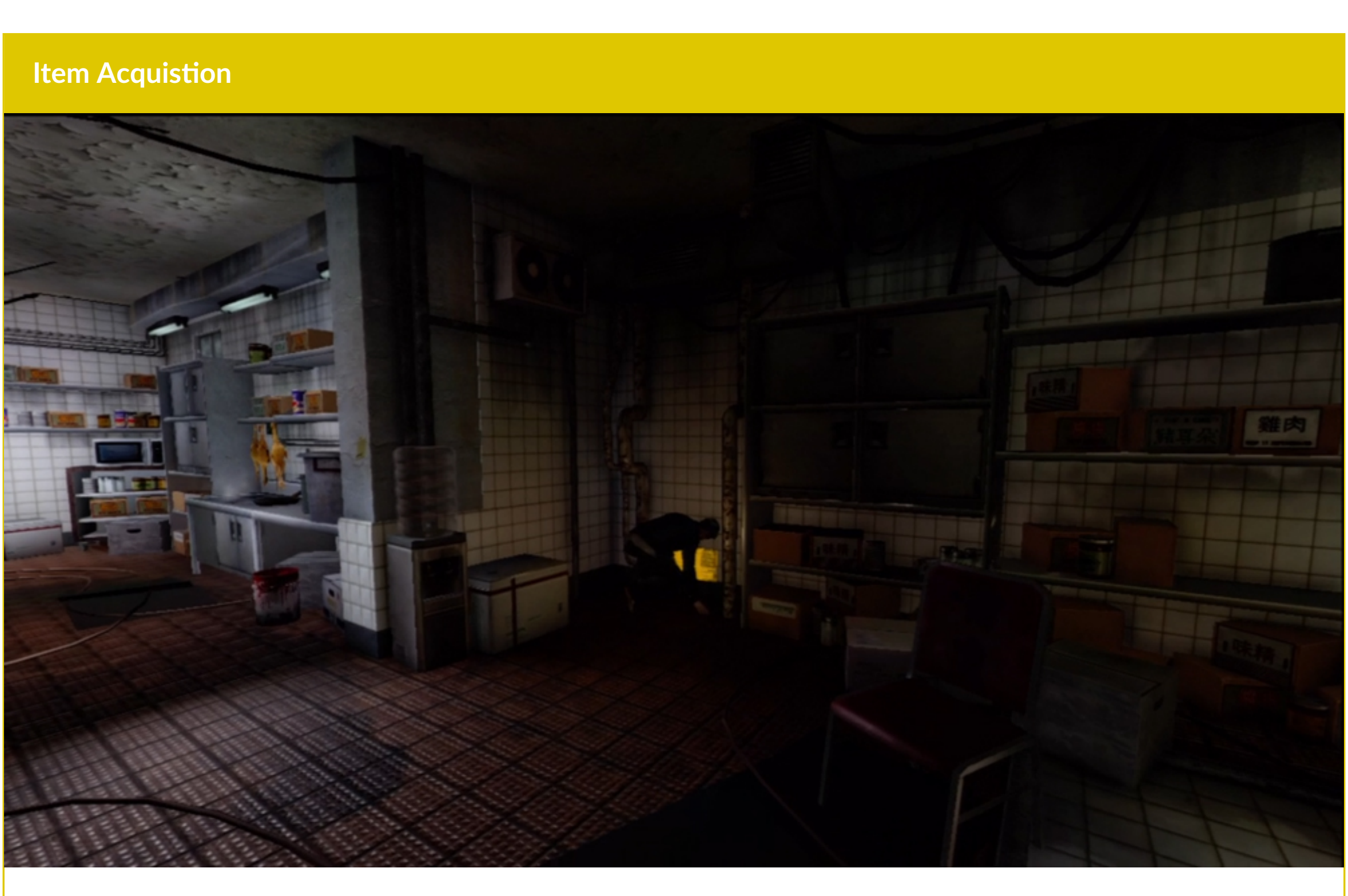


Right after you cross the bridge, you can locate a Lock Box just before you leap over the guardrail onto the roof of the Golden Koi.

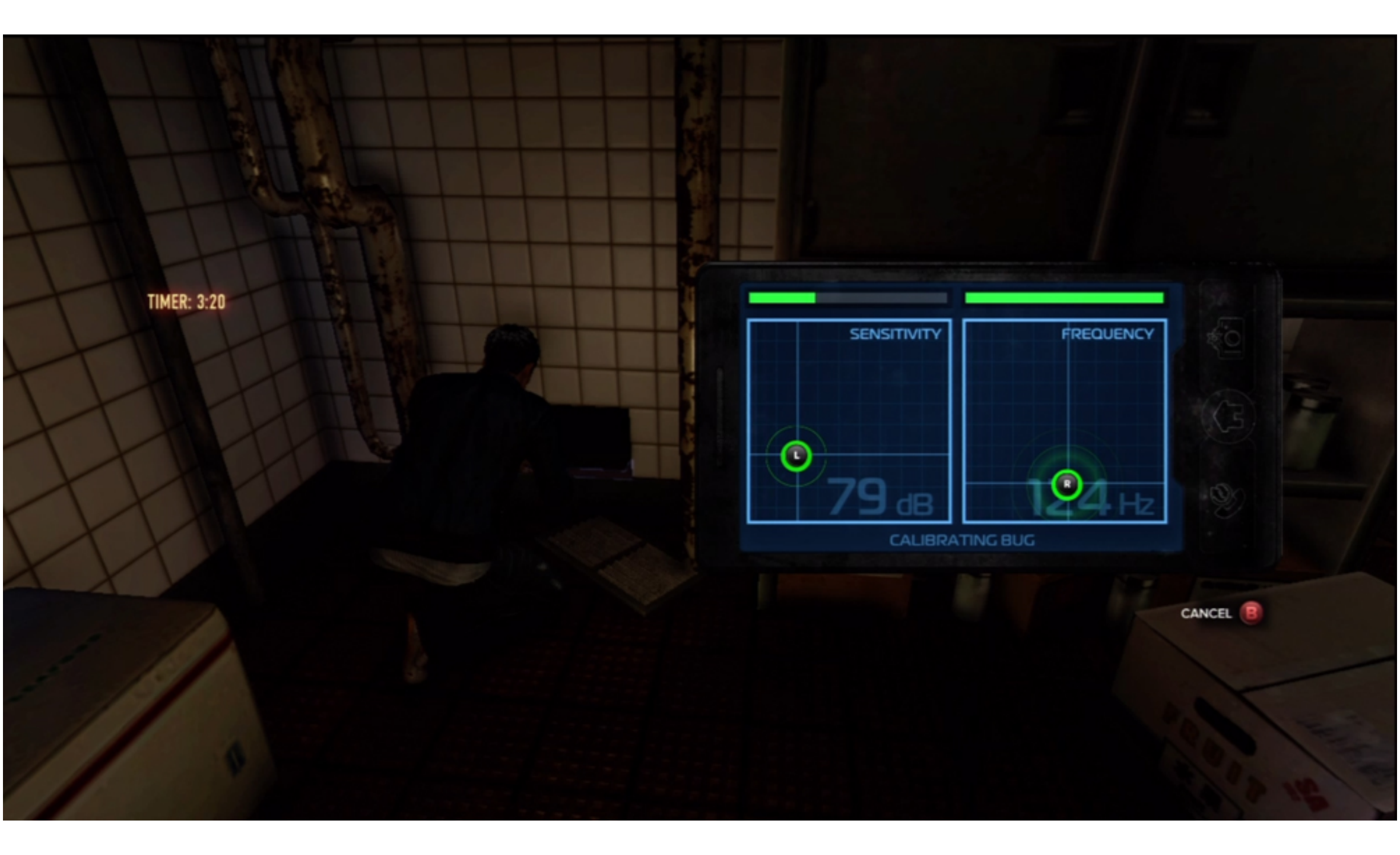


You eventually reach a rooftop access to the Golden Koi's kitchen, but Winston and Conroy are there. Conroy still doesn't trust Wei, and the two men begin discussing the issue outside. Once they've left, you need to slide open the skylight on the roof and drop in.

Item Acquistion



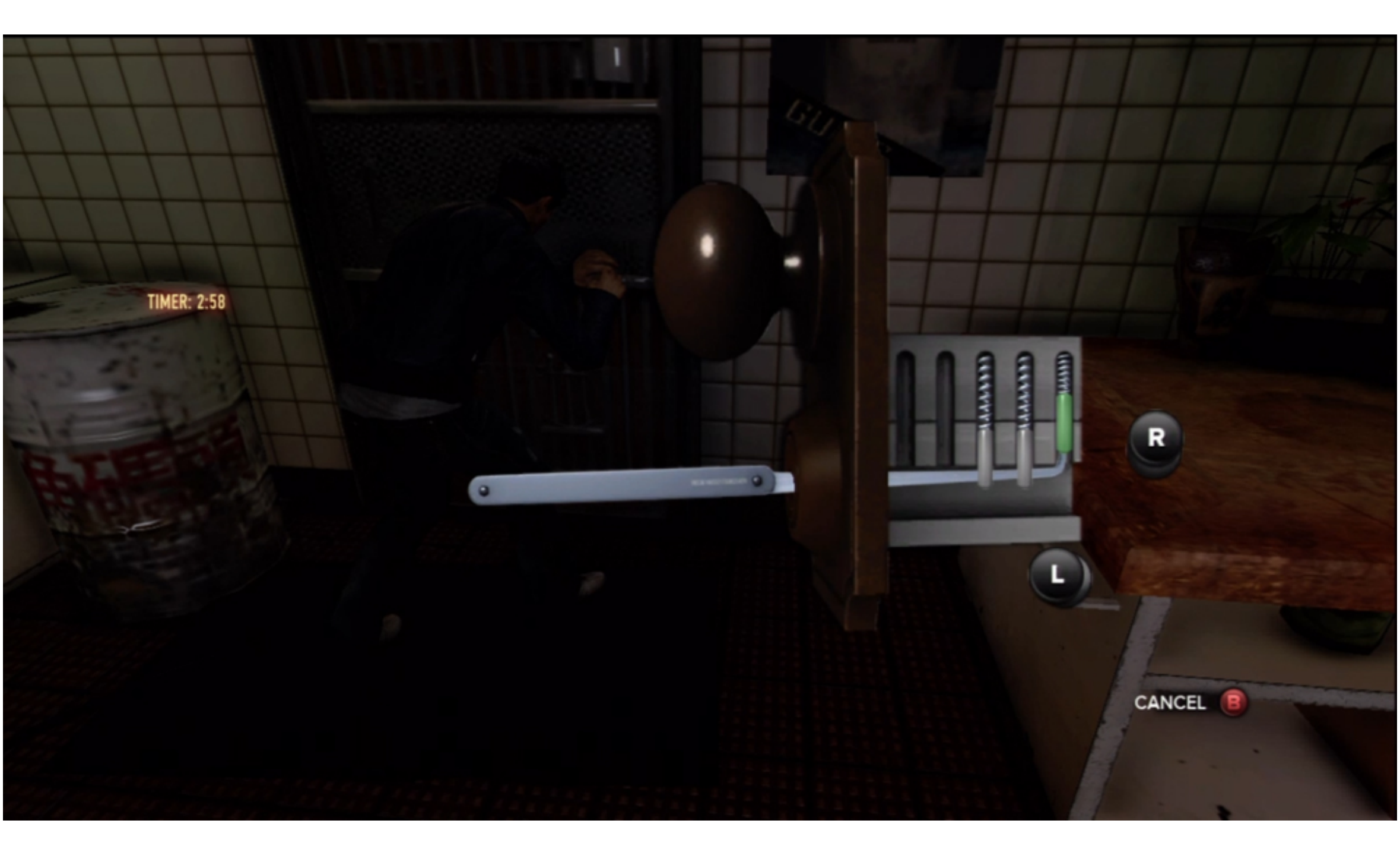
You may have noticed a Jade Statue in the kitchen of the Golden Koi during the scene where Wei barely avoids being murdered as a rat. You have a chance to collect this statue now while you're handling your other business.



Once inside, you've got two-and-a-half minutes to plant the bug in the marked air vent. This starts the extensive Bug Planting minigame. First, you need to unscrew the air vent, which is simple enough.

Next, you need to calibrate the bug you're about to plant using your smartphone. Using the analog sticks, you need to first calibrate the sensitivity and then the frequency, by moving the analog sticks around the field until the icons turn bright green. Then hold the stick in that position until the calibration meter is filled.

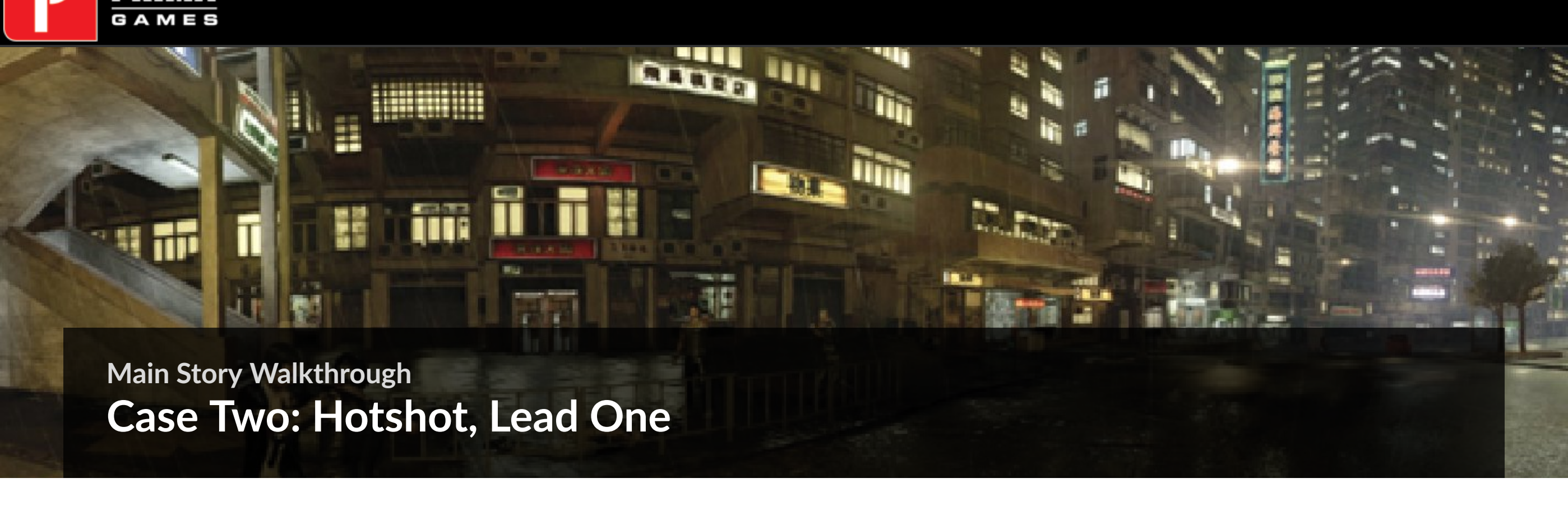
After doing these individually, you then need to calibrate both simultaneously. After the bug is calibrated, replace the air vent. You now need to pick the lock to the rear exit door.



Lock Picking is going to become a recurring minigame, and you're going to probably be learning under some stress if the bug planting took too much time. Fortunately, the lock only has three pins. Move the pins up slowly until they turn green, using the right analog stick. Then pull the pick to the left using the left analog stick. Repeat this with each pin until the lock is opened. Exit the kitchen to complete the mission.

Note

"Not-Ping" calls you up in the wake of your narrow escape from the Golden Koi. She is more than a little interested in Wei Shen, and you should go see her at her store as soon as possible. Her date unlocks a series of favors revolving around Tiffany from Club Bam Bam. You also unlock the ability to see on the in-game map where all of the hackable Spy Cameras are located.

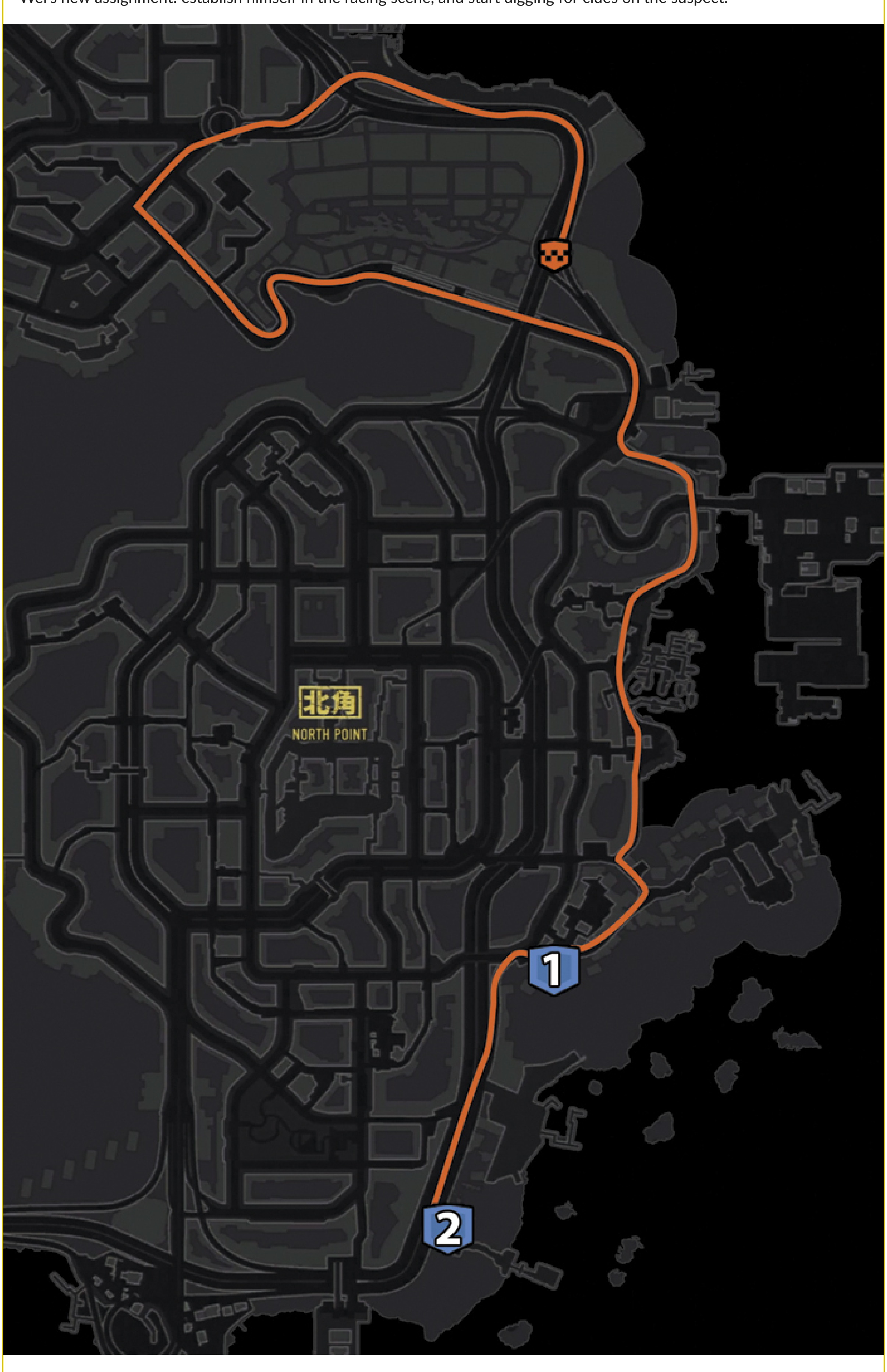


Main Story Walkthrough

Case Two: Hotshot, Lead One

Preceding Missions: Listening In (Main Story); Popstar, Lead Three (Case One)

Inspector Teng has her eyes locked on the racing scene of Hong Kong. Always fast, and occasionally lethal to the racers and pedestrians alike, her concerns are growing. Wei initially downplays these worries, citing that at best a racer could only be charged with manslaughter. Teng has evidence that suggests some recent racing deaths are deliberate in nature. Wei's new assignment: establish himself in the racing scene, and start digging for clues on the suspect.



Click here for interactive maps

Mission Unlocks: Chain of Evidence (Main Story)

Job and Minigame Unlocks: None

Event Unlocks: None

Favor Unlocks: None

Rewards: Impounded Race Car, CI Report on Hotshot, HK $1200 (Part One)

Completing the opening lead in this case grants you access to Hong Kong's Street Racing circuit.

Part One: Establish Yourself in the Racing Scene

Your first order of business is to text Jackie about the races. He directs you to Ace, a "friend of a friend" who is obsessed with racing. Call up Ace and challenge him. From there, exit the Undercover Police HQ, climb into the impounded race car that's waiting for you, and drive to the meeting grounds for the racers.

After brief introductions, it's time to race. You'll start at the tail end of the grid in sixth place. The rules here are simple: finish in first place. The opposing cars are all within the same racing class as your new ride, and are not to be underestimated. They are all extremely resilient, so Ram Attacks will only slow them down at best. You'll have to win this race more or less as fairly as possible.

For all races, you must follow the pre-determined route, which is marked both on your GPS and by roadside flares that you must pass between, found on either side of the course.

After the opening stretch on the freeway, the race takes an off-ramp into the city, passing by the Undercover Police HQ and tearing through the docks. This early, winding portion of the race is where it is won or lost. You can't just hold down the accelerator and power your way through the curves here. If you try, you're more likely to lose grip and crash into a wall, which can slow you down enough that it makes catching the top three cars nearly impossible. Concentrate on staying in the middle of the pack for the moment.

As you get farther on the docks, you'll close in on the bridge leading to Top Glamour, where Jackie's first heist with Wei ended up. This area is your chance to really open up a lead, as you're returning back to wide-open stretches of road.

If you have the lead, but it's still a close race, the twin hairpin turns are where you're most likely to lose. Your racer bleeds off a lot of speed to make these turns, while your opponents are able to blitz these last curves with relative ease. Another long stretch opens up afterwards, however, and a chance to get back up to full speed.

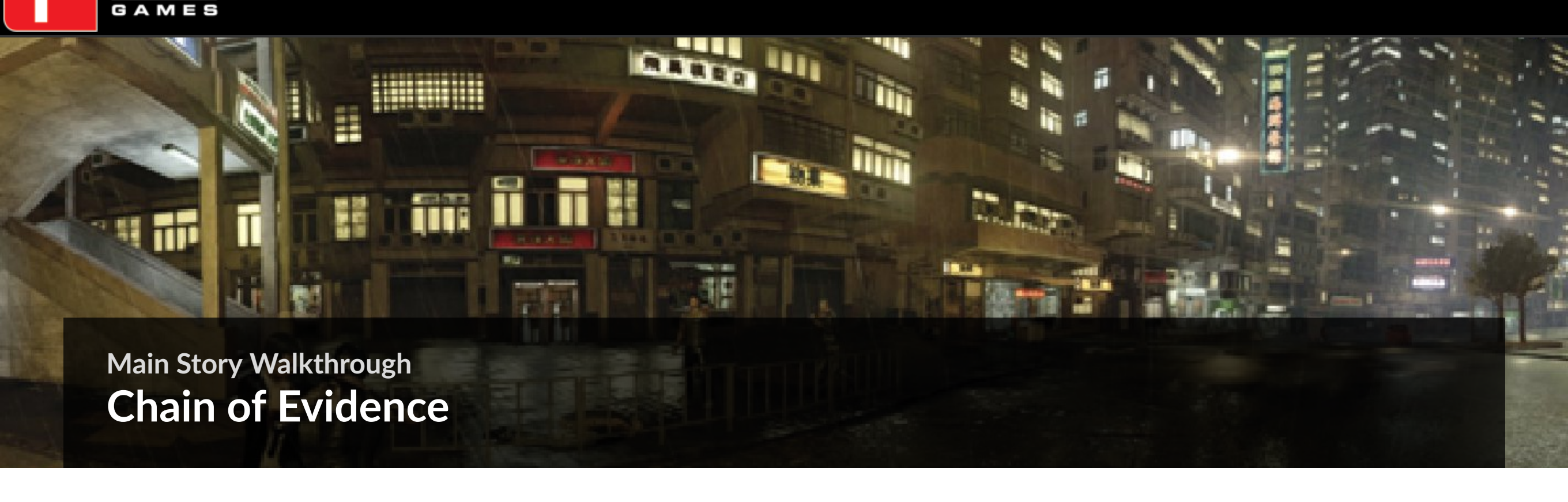
North Point
北角
North Point
北角
Aberdeen
香港仔

The last stretch starts off with a narrow on-ramp, with long, easy curves that take you back to the freeway. At this point, just hold down the gas. If you have the lead, your racer will be nigh-uncatchable at this point.

With the race won, Wei's reputation as an up and coming racer is firmly established. Ace doesn't seem to mind the loss, as long as he gets a rematch. Another racer, Hotshot, insists you're nothing compared to him and that he's the best of the best, before driving off in his gaudy yellow ride.

Note

You now have access to Street Racing located all over Hong Kong! Street racing can involve either cars or motorcycles, but the two never race each other. There are three classes of races for cars (A, B, and C), and two for motorcycles (A and B). The racecar Wei inherited is ranked in the C class, while his starting bike is B class. To gain access to the higher classes of races, Wei needs to build up enough Face, as well as enough cash, to be able to afford purchasing cars in those classes. This can be quite expensive, so it may not be a bad idea to leave the A-class races for cars and bikes until Wei has the level 10 Face upgrade that discounts purchases by 40 percent!

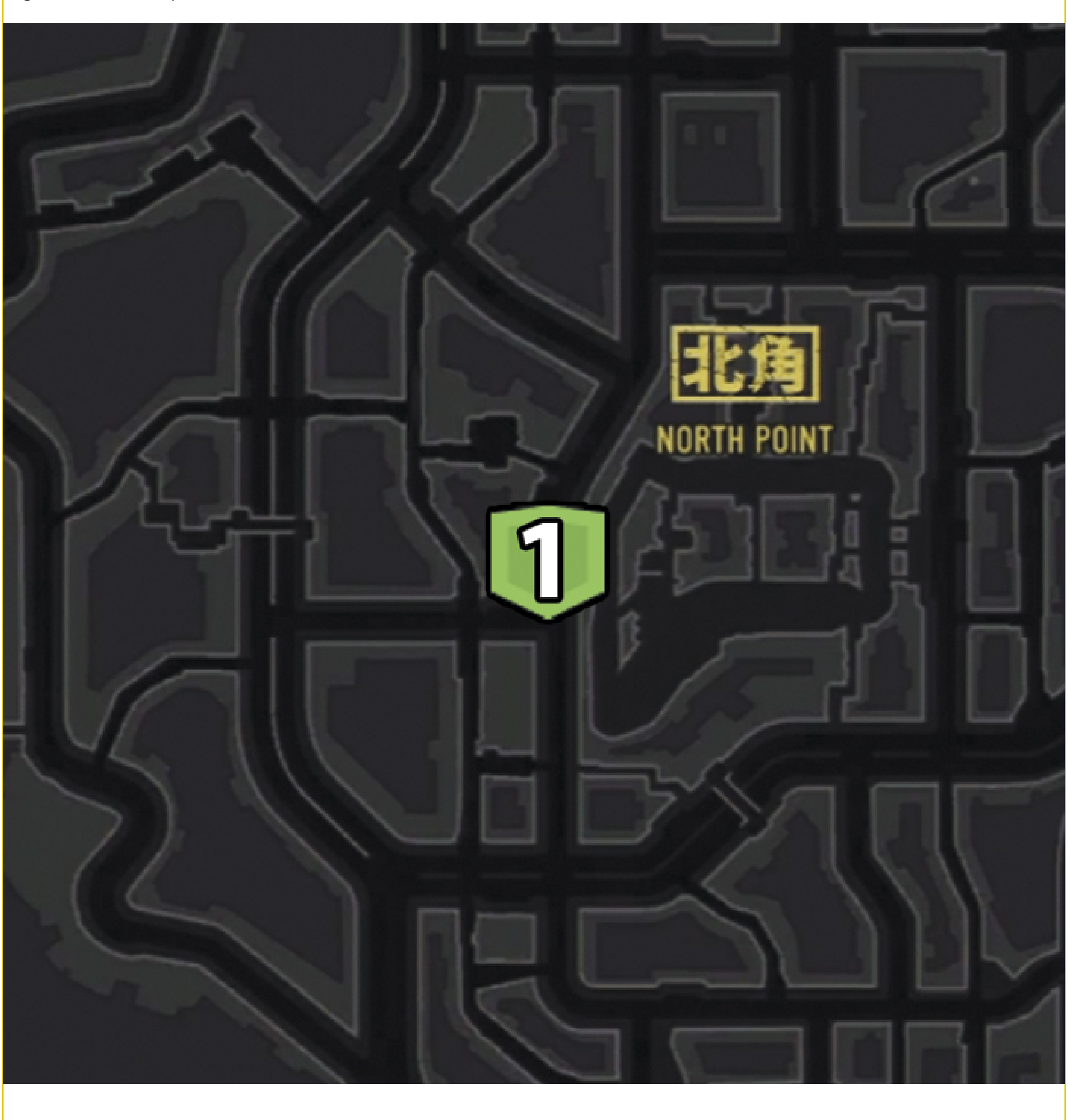


Main Story Walkthrough

Chain of Evidence

Preceding Missions: Listening In (Main Story); Hotshot, Lead One (Case Two)

Tiffany has texted Wei about an emergency of some kind, and that she needs to talk to him ASAP. When Wei arrives at Club Bam Bam, Tiffany quickly pulls you off to the side to let you know what the big problem is: She has a gun. Specifically, Charlie Peng, one of Dogeyes' people, left a gun with her to hide, but when Wei single-handedly ran all of Dogeyes' crew out of the club, the gun was left behind, and Charlie hasn't been back to pick it up. Wei offers to discreetly get rid of the weapon for her.



Click here for interactive maps

Mission Unlocks: Payback (Main Story); Hotshot, Lead Two (Case Two)

Job and Minigame Unlocks: None

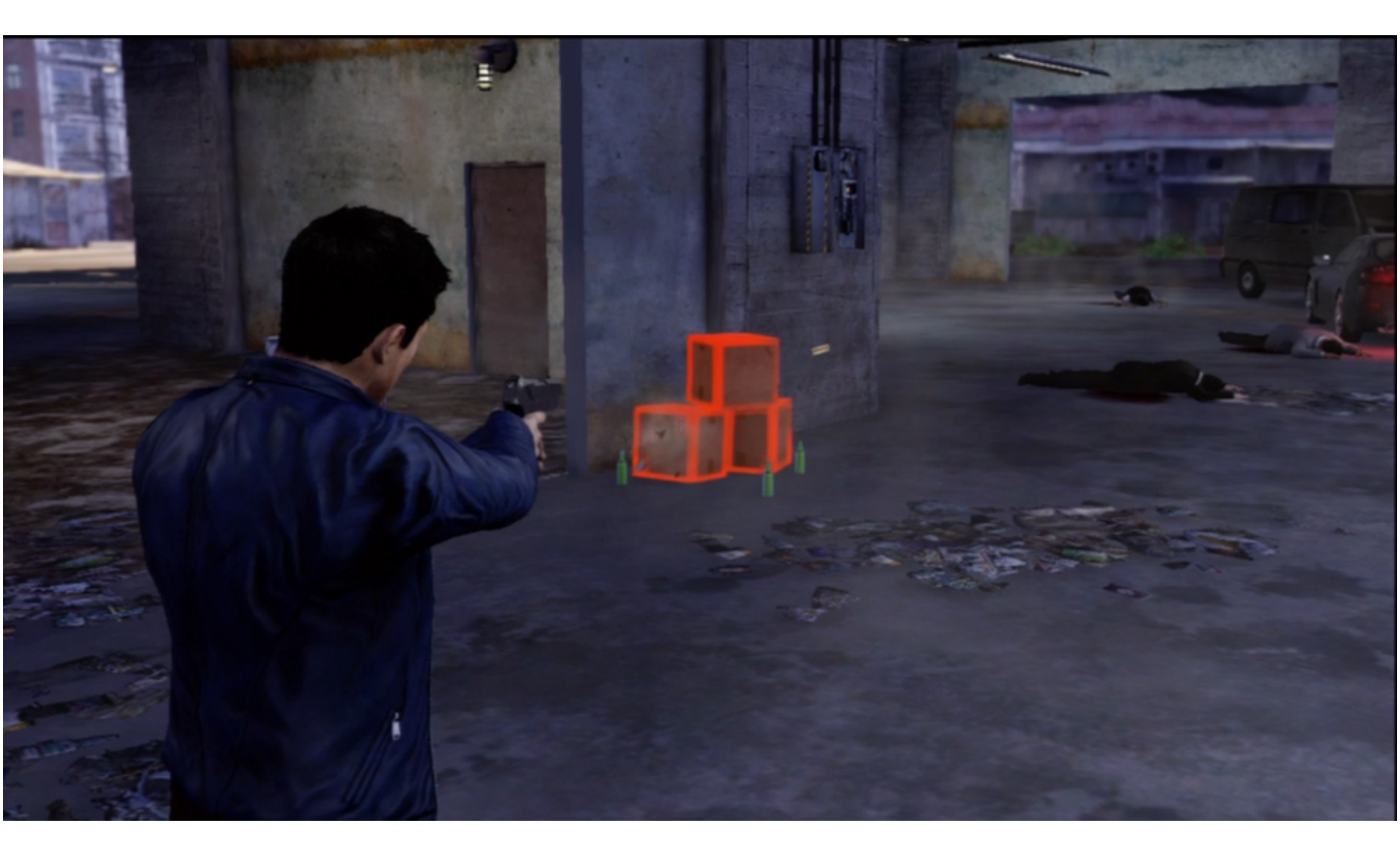
Event Unlocks: None

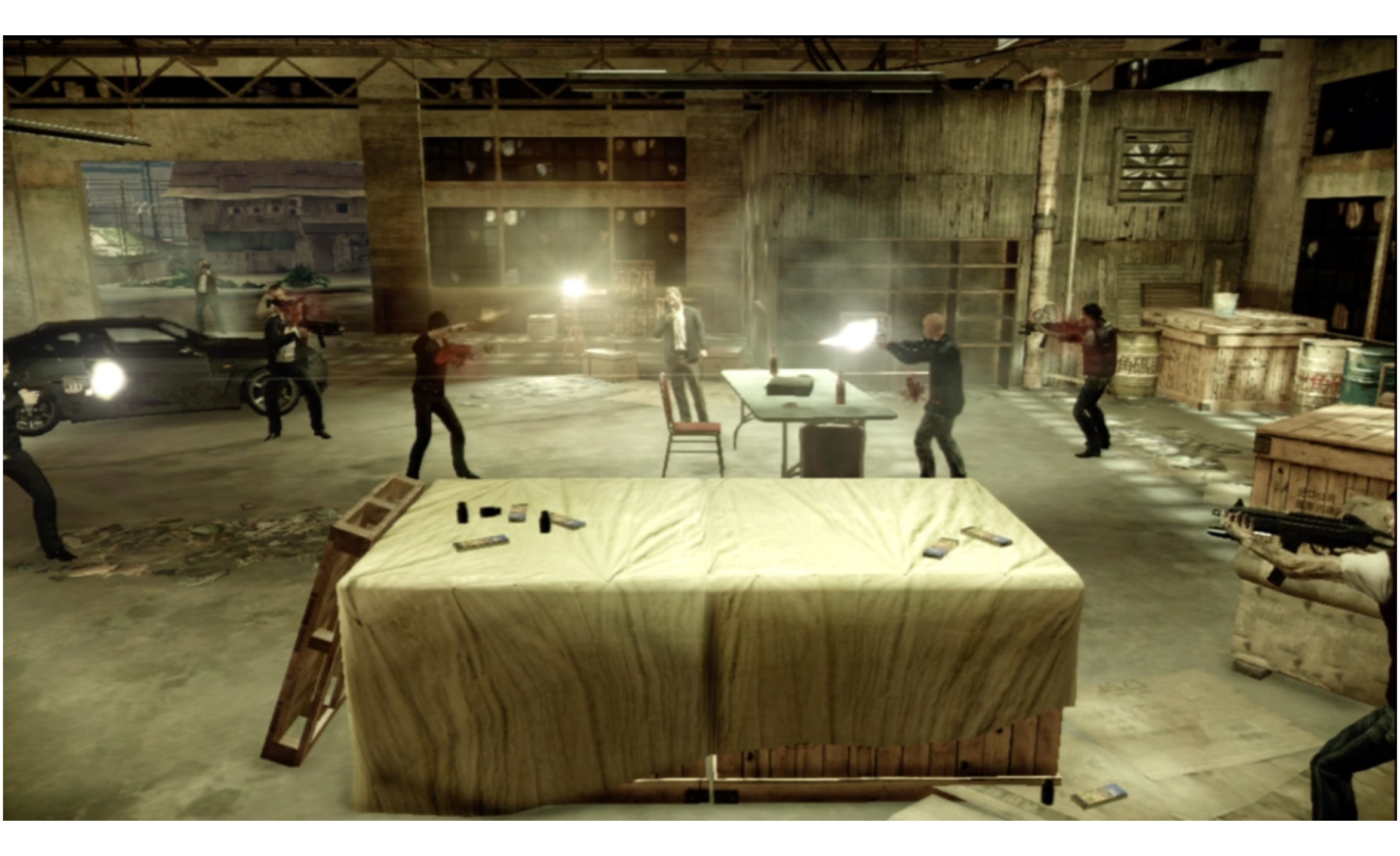
Favor Unlocks: Red-Handed Tiffany, Following Tiffany

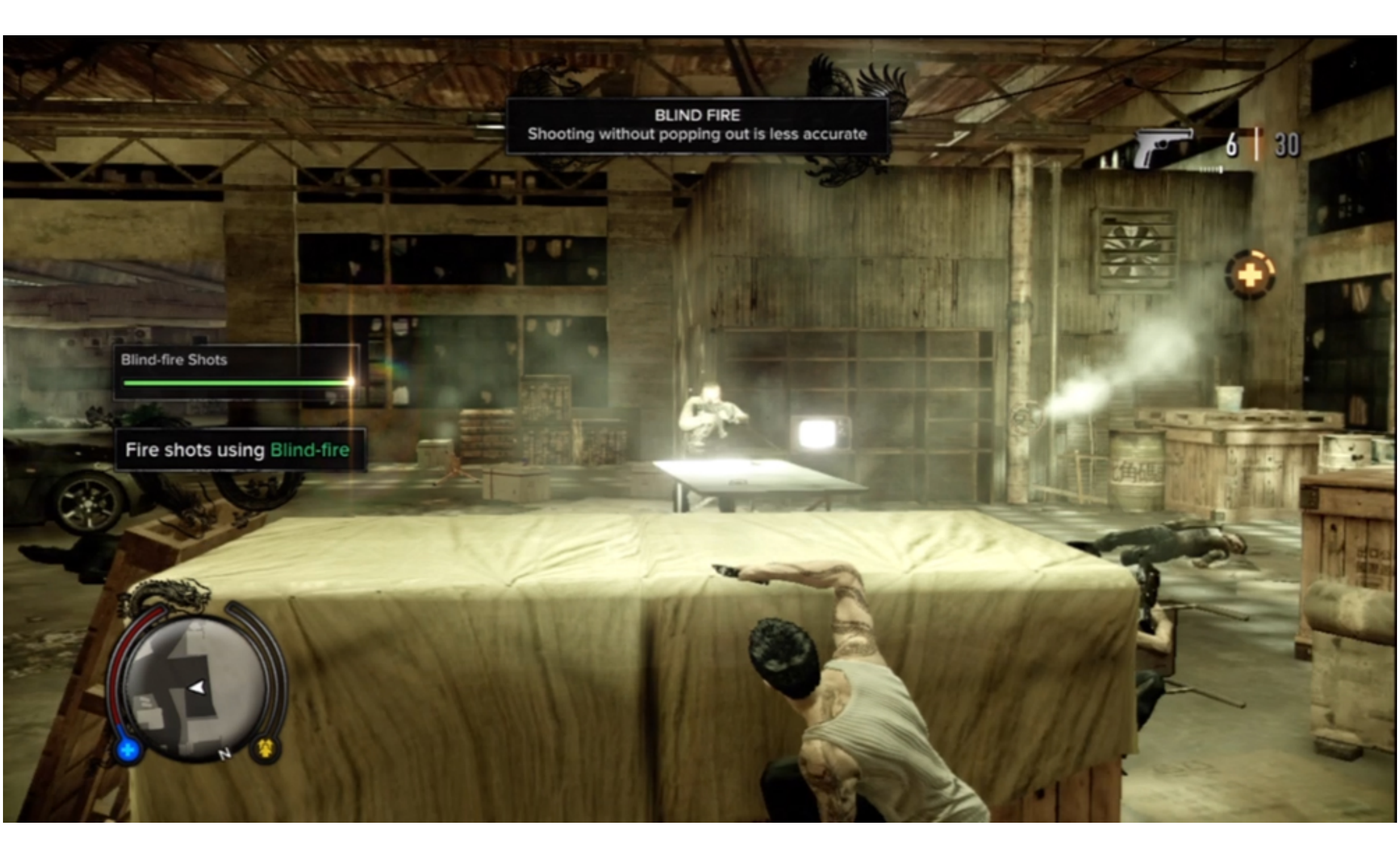
Rewards: Candidate Suitability—Wei Shen

After leaving Club Bam Bam, call up Raymond. He's shocked to know that Wei is in possession of Charlie Peng's gun, and insists they meet up immediately. Get over to the North Point Overpass as quickly as possible.

When you arrive at the meeting point, it's not Raymond who's there, but Superintendent Pendrew. He explains the rarity of guns in Hong Kong, and insists that this particular gun is important. A dead man lies in the driver's seat of a nearby car, but Pendrew explains that the dead man has his own purpose in a moment. He then tells Wei to assume a firing position, as they are about to recreate a crime scene.






BLIND FIRE
Shooting without popping out is less accurate
6 | 30
Blind-fire Shots
Fire shots using Blind-fire

This mission is actually a tutorial for using guns in Sleeping Dogs: how to aim, how to shoot, and how to take cover and vault over cover. Take the practice shots at the highlighted objects, and then the screen flashes. There was a firefight, and Pendrew walks you through the situation. Two hostile gangs gathered at a deal that went bad. Guns are drawn, words are exchanged, and soon after that, bullets fly. Take cover at the designated barricade, then take more shots at the newly marked objects.

After shooting the targets, you are prompted to blindfire several shots at the far walls.

Tip

Blindfire is less accurate, but it can help suppress advancing enemies.

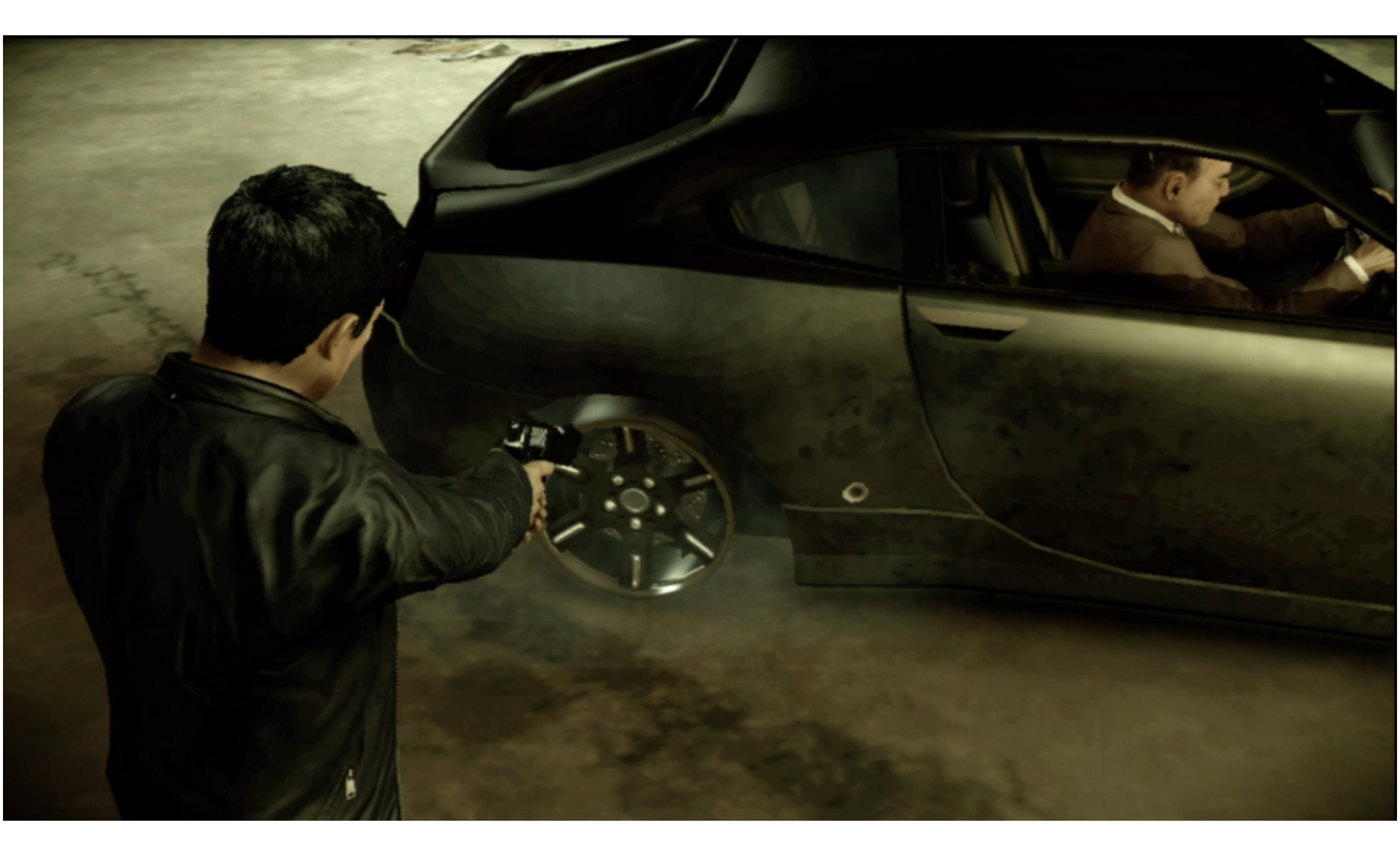
Pendrew then says a van arrives on scene, just as it slides to a stop near the parked cars. Several mooks pile out of the van and begin opening fire. Take them out! Headshots are instant kills, but if the target is mobile or well protected this may not be an option. Center of mass is more reliable, but it may take more rounds to bring a target down.

Pendrew then directs Wei to take cover at another barricade, and instructs him to shoot at another group of thugs. After they are put down, Wei is then told to vault over his piece of cover while shooting at the thug on the passenger side of the car. Take cover at the designated table, then launch over it again, still firing at the thug behind the car.

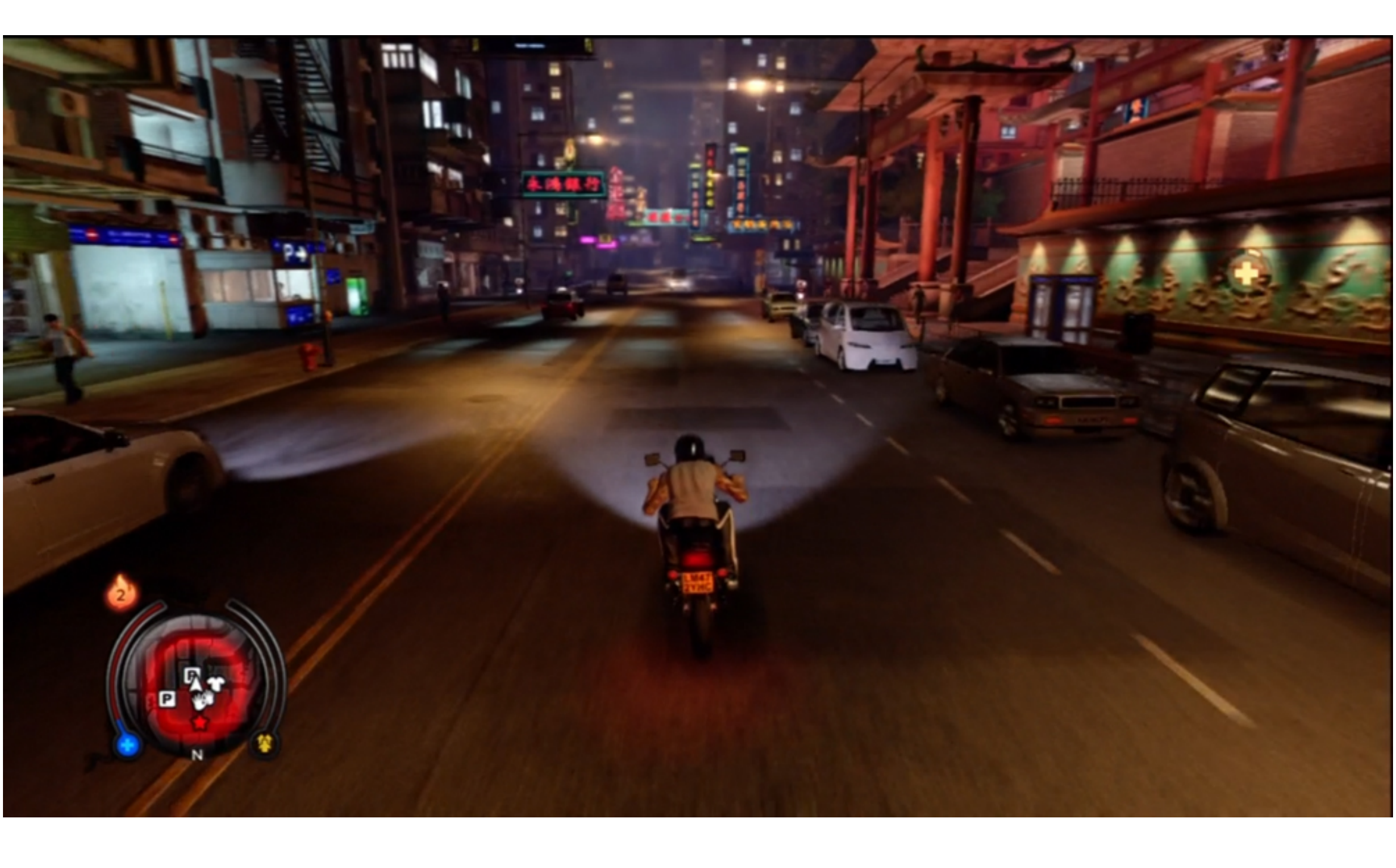
Tip

During Action Vaults like these, time slows down, giving you a chance to better aim at your enemies while on the move.

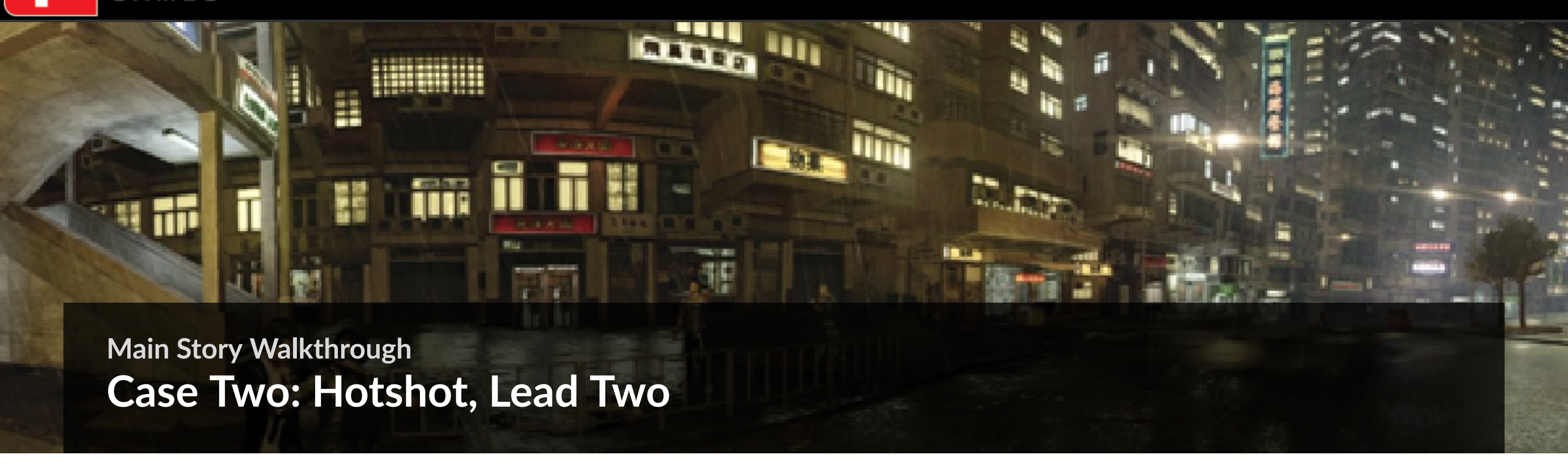
In the next moment, the thug tries to jump into the driver's seat to escape, but according to Pendrew, "Charlie" had other ideas. Shoot the tires on the car to disable it.



Pendrew compliments Wei for his shooting, then takes the gun from him and puts two in the dead man's head. Wei questions the action, but Pendrew dismisses his concerns. They are alike, he explains, doing what must be done to put people like Charlie Peng away, by any means necessary. Before Wei can push the issue any further, sirens echo in the air. The local police have been alerted to the shooting and are en route. The mission ends, but now you've got to escape the cops.



The chase begins with you at Heat level 2. If you play your cards right, you can escape immediately using the starting motorcycle and a long enough stretch of traffic-filled streets.

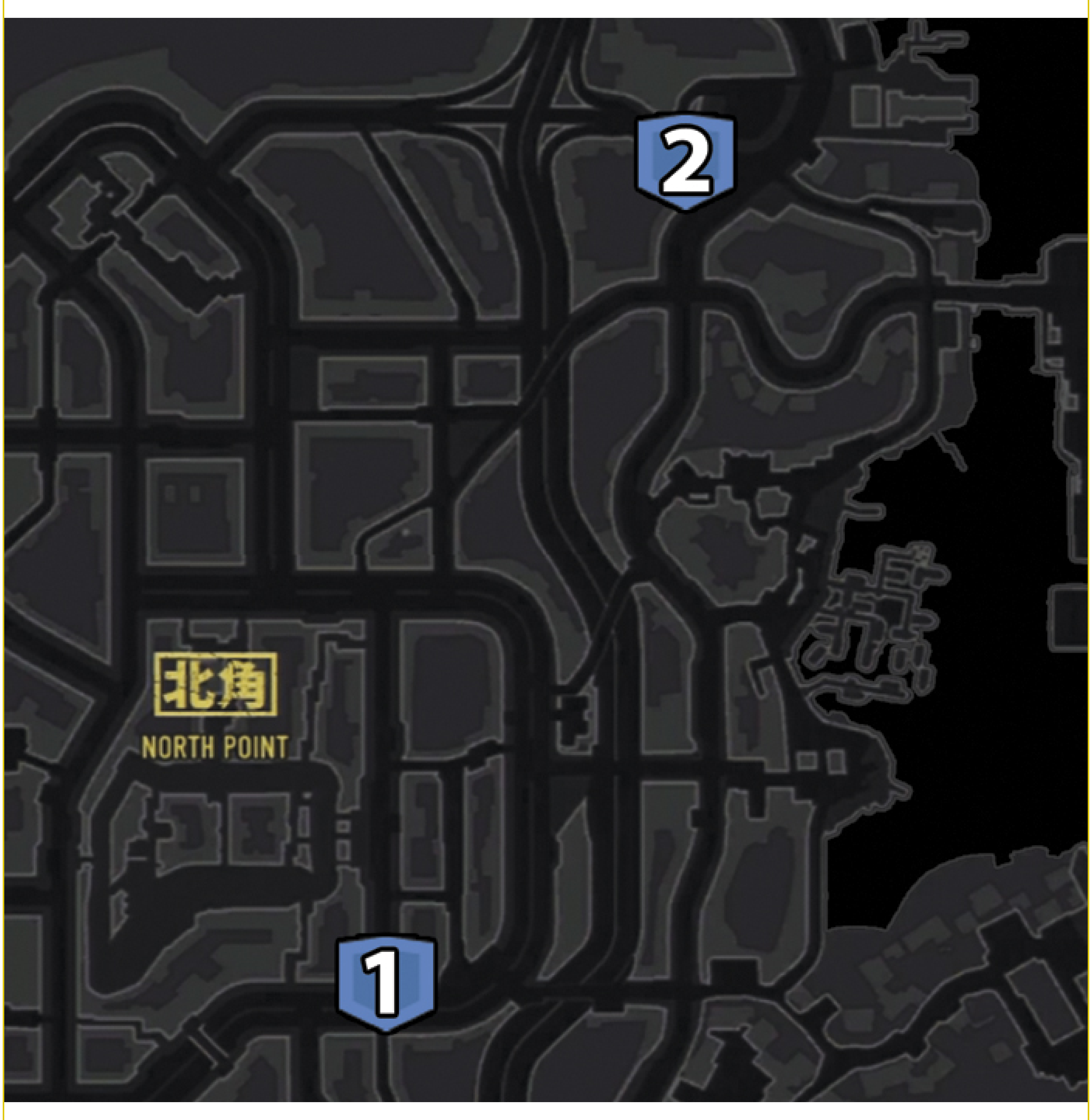


Main Story Walkthrough

Case Two: Hotshot, Lead Two

Preceding Missions: Chain of Evidence (Main Story)

Inspector Teng sends Wei a text message shortly after the "Chain of Evidence" Main Story mission. It seems she's gotten a lead on Hotshot. Her plan is to have you plant a bug on his car, and then tail him in hopes he will spill some information that can help solve the street racing deaths.



Click here for interactive maps

Mission Unlocks: None

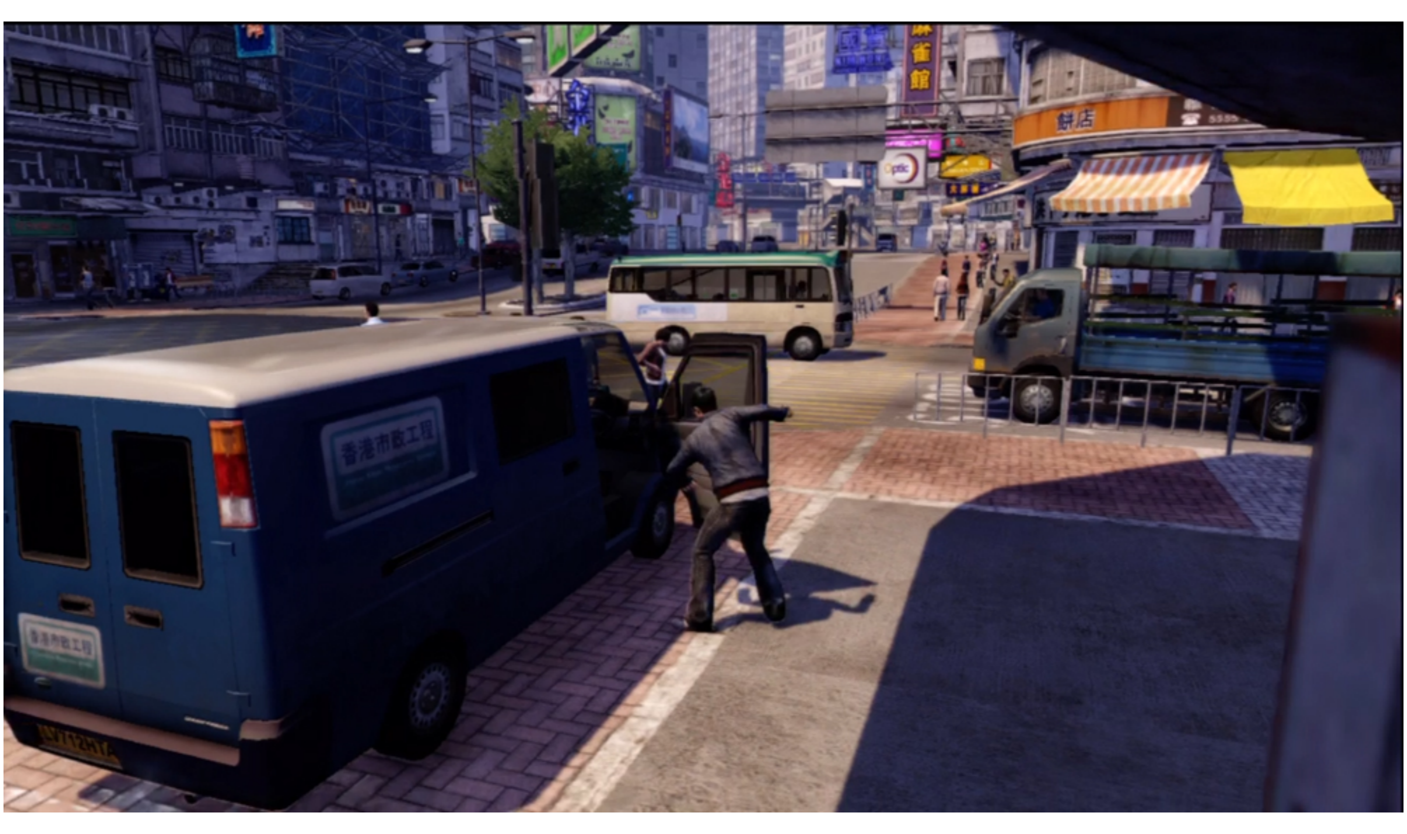
Job and Minigame Unlocks: None

Event Unlocks: None

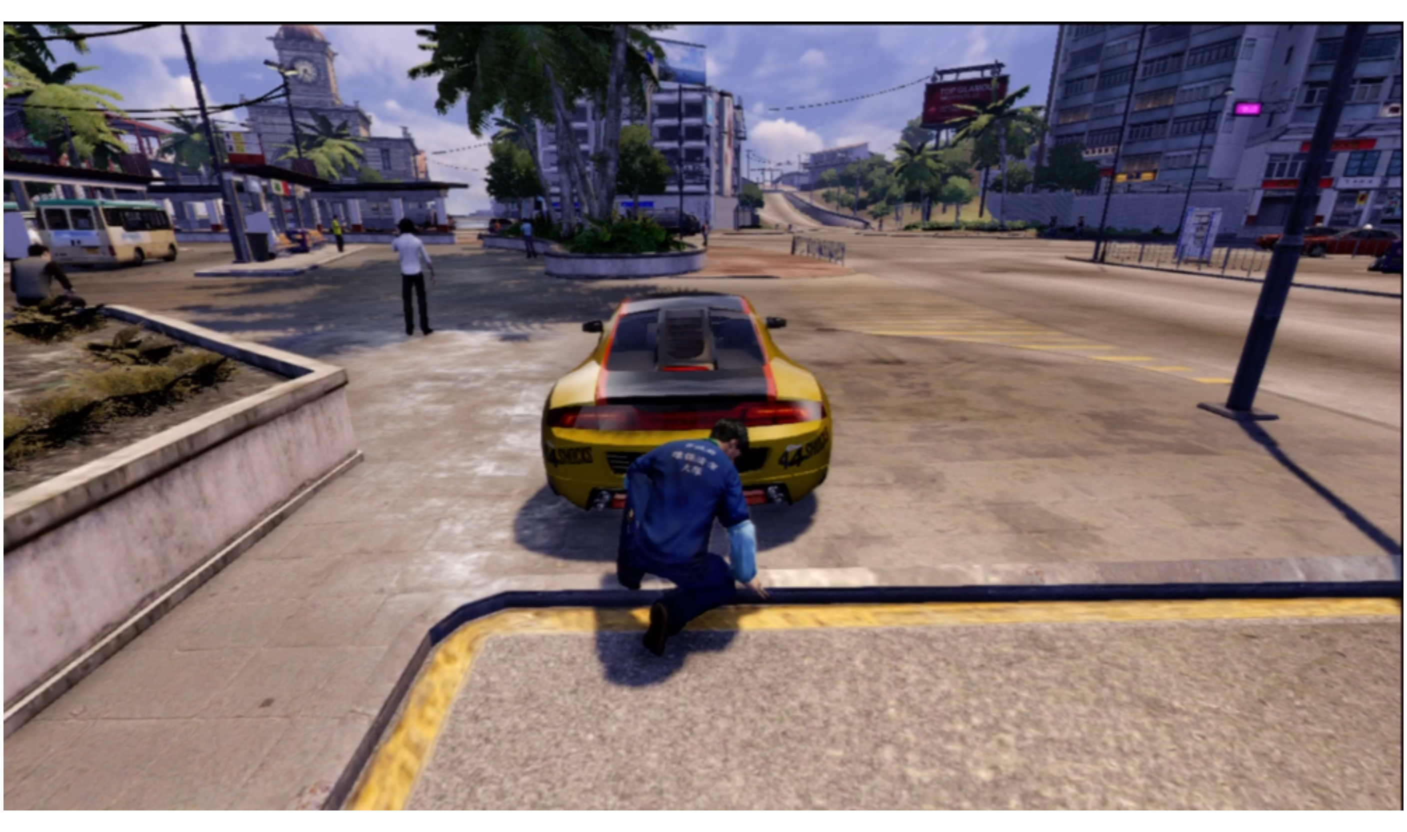
Favor Unlocks: None

Rewards: CI Report: Triad Affiliate Wei Shen

Part Two: Gather Surveillance



Now that Wei's a known quantity among racers, it's time to start fishing for information. The HKPD has set up a city maintenance van, as well as a disguise for Wei. His target is Hotshot. Drive the van over to Hotshot's last known location while avoiding causing trouble.



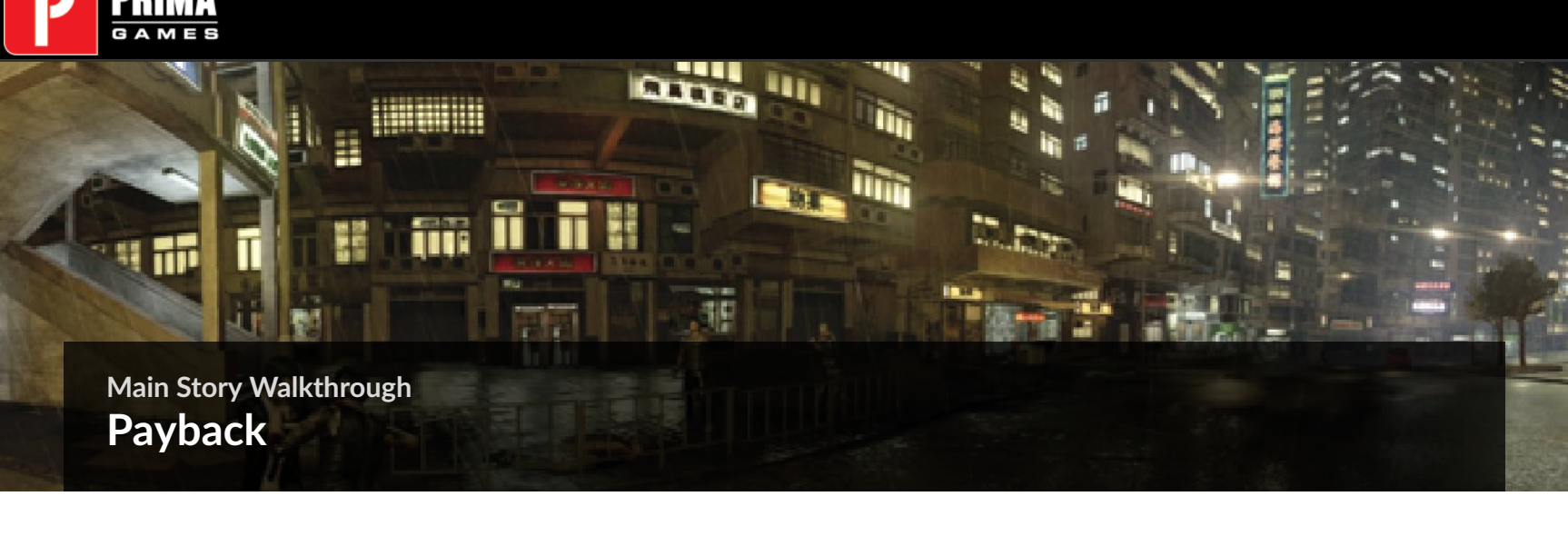
Once you get to Hotshot, you witness a verbal altercation between him and Ace. After Ace drives off, Wei parks the van discreetly near Hotshot's racer. After you exit the van, you have a minute and a half to calibrate a surveillance bug, plant it on his car, and then return to the van. You learn that Hotshot is about to go pick up a friend.

Now follow Hotshot carefully. He's much more skittish than Popstar was, so his suspicions are raised faster. Eventually, he pulls off the road to pick up his friend—who is none other than Naz, the Triad member who was with Wei on the docks the first night he was arrested. Continue to tail them.

You learn some interesting information. Naz is a part of the 18k, a rival to the Sun On Yee. Hotshot has a major superiority complex, and the rage that fuels it is now being leveled towards an unsuspecting Ace. Hotshot all but admits that he's the one responsible for the recent race-related killings. Both men suspect that Wei Shen is a rat.

Calling Teng, you discover that Naz is also an informant for the HKPD, meaning that he's playing both sides of the war right now. She offers to get Naz to stay quiet about Wei, but Wei insists that he will deal with Naz in his own way, should it become necessary.

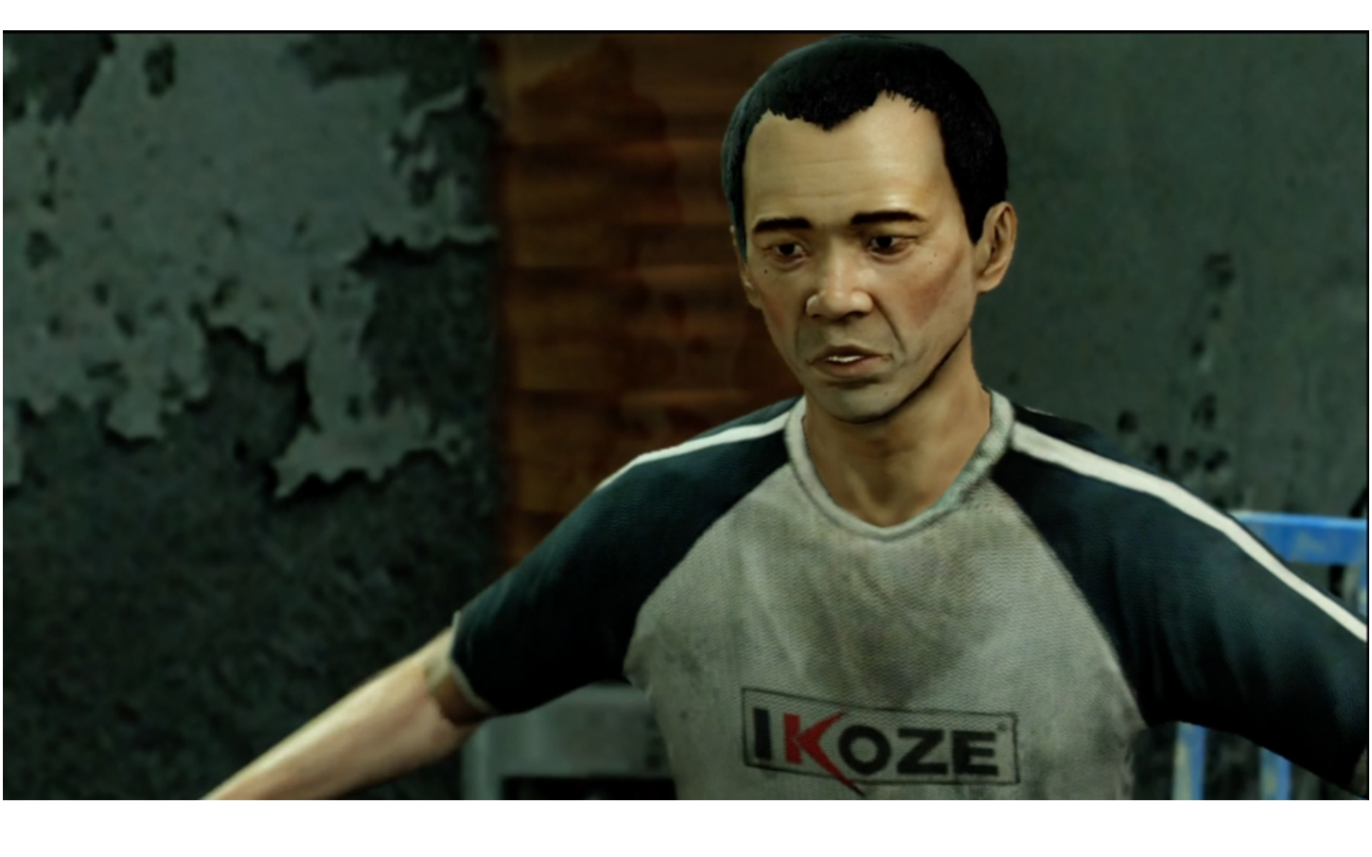
With this, you know that Hotshot at the very least has something planned for Ace, but you don't know when or where. The case is currently at a standstill until you get more leads.



Main Story Walkthrough

Payback

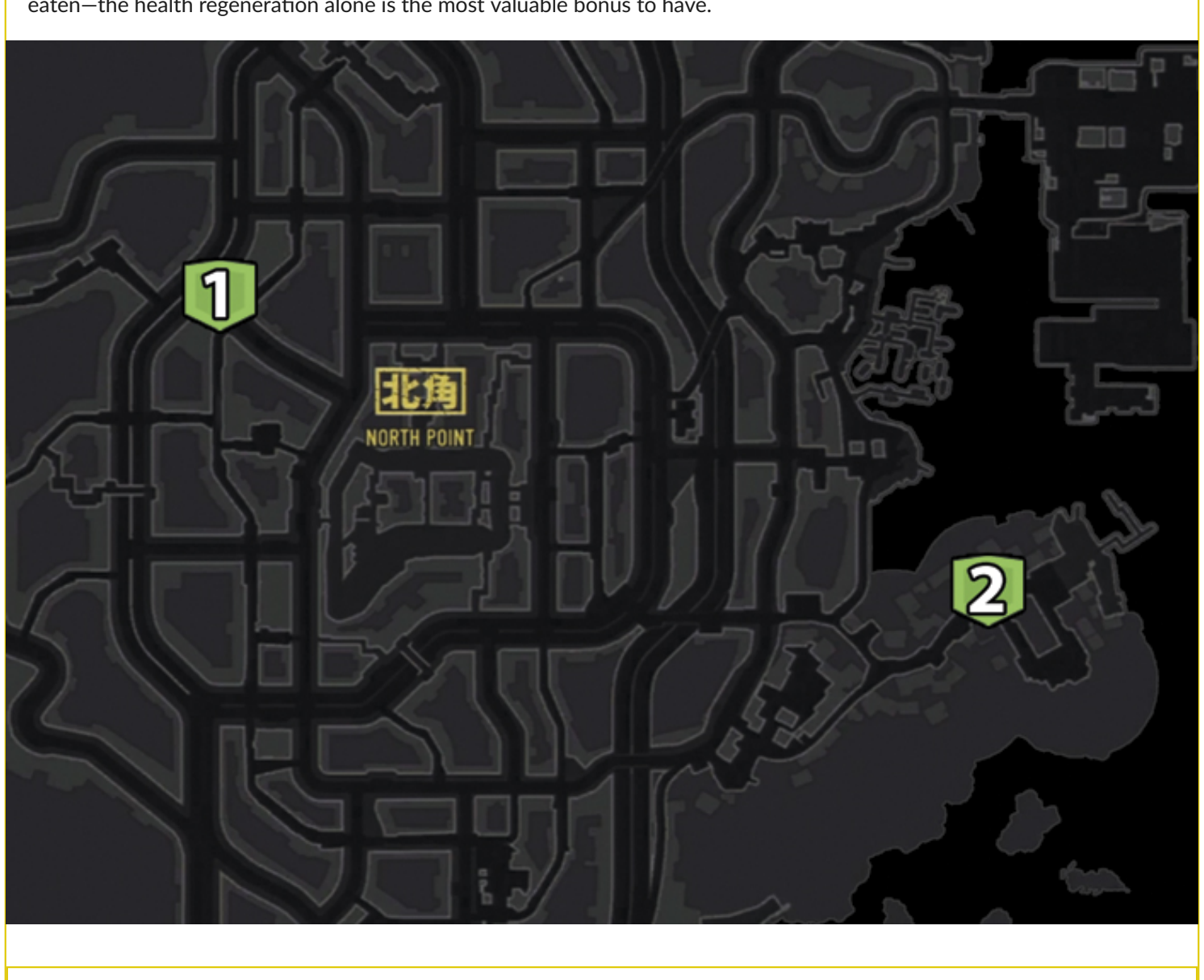
Preceding Missions: Listening In (Main Story); Hotshot, Leads One and Two (Case Two)



Winston is calling for all hands on deck at Club Bam Bam: Dogeyes has finally crossed the invisible line and put a hit on the Golden Koi. The shooting killed two members of the gang and wounded some customers, but thankfully Mrs. Chu escaped unharmed.

Still, this is the two-ton straw that broke the camel's back. The Water Street Gang goes to war now, and Winston has the perfect target: a waterfront sweatshop that produces much of Dogeyes' drug supply. Barely able to reign in his emotions, Winston demands that the whole warehouse be burnt to the ground, with no survivors. Seeing an opportunity, Wei counsels Winston to not kill absolutely everyone in the warehouse, but to take Siu Wah, the man running the place, and force him to work for them. Afterwards, Uncle Po, the Dragonhead of the Sun On Yee, can be appeased by being offered a greater cut of Siu Wah's profits. Winston manages to calm down enough to agree to the proposal, and then orders Wei out of his office.

This mission is your first real firefight mixed with some melee combat. Make sure you come to the party having already eaten—the health regeneration alone is the most valuable bonus to have.



Click here for interactive maps

Mission Unlocks: Uncle Po (Main Story)

Job and Minigame Unlocks: Ambient Hijacking

Event Unlocks: Dim Sum Loitering, Mall Loitering, MQ Mart Loitering, MQ Mart Drunk

Favor Unlocks: Truck Recovery; Cheaters Never Prosper, Part Two

Rewards: HK $25000, Field Report—Big Smile Lee

Climb into Conroy's van and follow the rest of the gang to the sweatshop. During the trip, Conroy continues to antagonize Wei, claiming that tonight Wei had better have a body count of some kind. If only he paid attention to those car chases where you rammed cars so hard they exploded!

One more catch—there aren't enough guns in the vehicles to arm everyone, so Wei is told he'll just have to improvise once he gets inside. Thanks Conroy. You always were a worthless ass.

Once at the warehouse, you'll need to go in by yourself. Pull open the indicated door and step inside.

It doesn't take long before Wei runs into some guards. For now, nobody is armed, so go to town on them the old-fashioned way. If your health regeneration buff has worn off, try to avoid taking damage during this first fight. You'll need every edge you can muster very soon.

The thugs here are nothing special. None carry melee weapons, nor are any of them Grapplers or Brawlers.

Beyond the next sliding door is another set of guards. One of these guys is a Grappler, and you've already learned how much of a hassle he can be, if you let him get away with his throws.

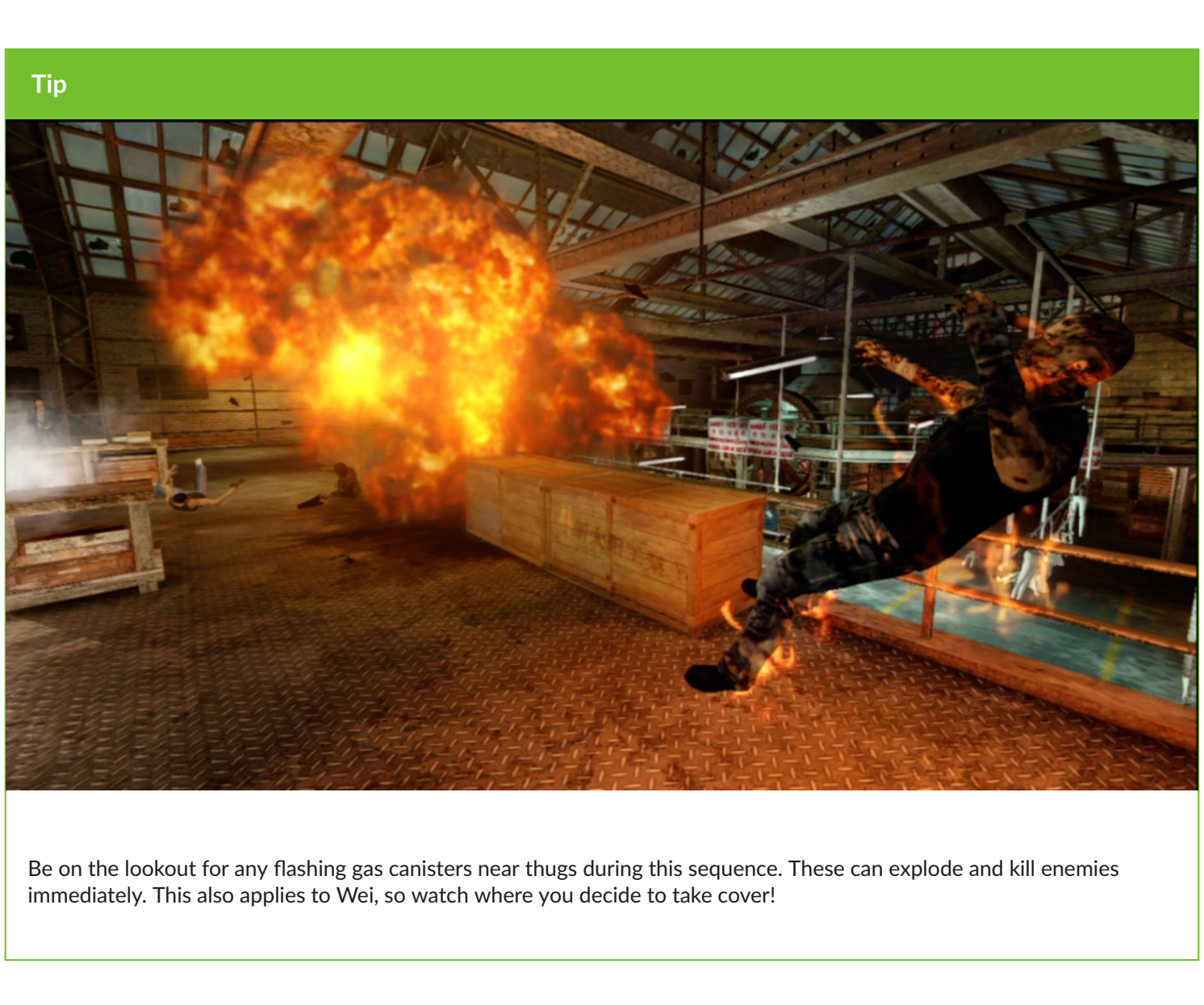
Further down the corridor, next to a large, open furnace is another pack of Dogeyes' men. Now things are getting a bit more intense. Brawlers are included in the mix, and some of the men here are packing cleavers. Don't try to Grab the armed thugs unless they've been stunned! Use of environmental hazards here can help keep the pressure off of you long enough to keep up the damage on the enemy.

Just around the next corner, a gunman spots Wei and begins to open fire. Don't stand around. Charge at him and Action Vault over the piece of cover he's using. If you vault straight at him, Wei automatically tackles him, takes him out, and takes his weapon. Climb up the stairs next to him to go deeper into the warehouse.

Wei arrives at a drug processing center, but by now Dogeyes' people are fully alerted to his presence and have all brought out guns of their own.

You start this fight from cover. Check your flanks quickly to see if anyone is trying to blindside you. If so, take them out fast. Getting shot takes a lot of health, and you may not have full health regeneration at this point. Any time you want to advance, do so by vaulting over cover. This gives you some bullet time to take accurate shots at the enemy while on the move.

Tip



Be on the lookout for any flashing gas canisters near thugs during this sequence. These can explode and kill enemies immediately. This also applies to Wei, so watch where you decide to take cover!

After wiping out the enemy, climb up the stairs at the end of the room and make your way to the catwalks. Here you have some limited cover, and the enemy is already shooting at you from across the walkway. Fortunately, there are some strategically placed explosive gas canisters to use on them. Don't get greedy trying to shoot these targets immediately, though. Wait until you have an opening first, and make sure enemies are actually close to the canisters to earn extra Triad points with each blast.

After clearing out these enemies, go to the location where Siu Wah is holed up, but be ready for a surprise rush of two gunmen running down the stairs leading to Siu Wah's office.

Siu Wah is less than willing to listen to Wei's orders and makes a run for it. Chase the little bastard down! He eventually runs to a dead end where you can Grab and use him as a human shield. Take him back to where you first entered the warehouse. Don't forget, you can sprint while holding a hostage!

The trip to the exit isn't entirely smooth, as more armed thugs will rush you. If Siu Wah is harmed, the mission is a failure, and you start back at the foot chase. Headshots on the goons are ideal, but if you can't manage that, body shots can stagger a thug—and a staggered thug is a thug who isn't shooting at you.

Once you get to the exit, you are greeted not by fellow Water Street Gang members, but by a pair of squad cars and two officers with their guns drawn. The warehouse provides a convenient distraction as half of it blows sky high. Siu Wah takes this opportunity to commandeer a police car and bolt. Wei climbs on a motorcycle and another chase ensues!

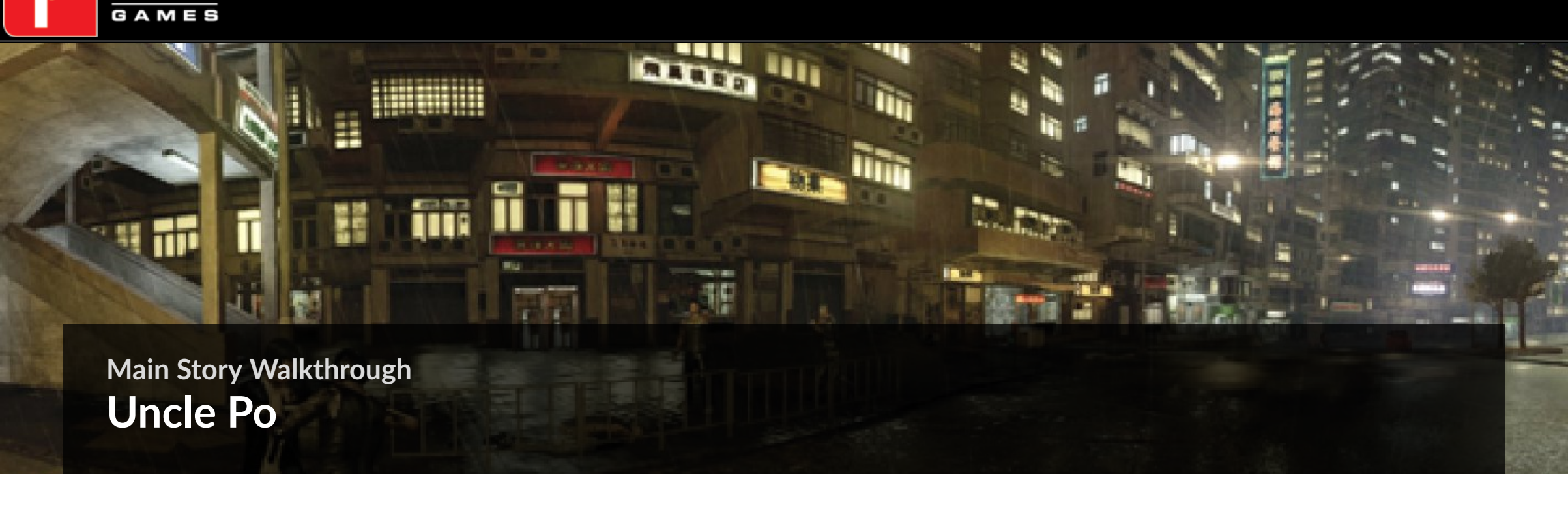
Your job now is to evade police pursuit while closing in on Siu Wah's vehicle. Drive your bike as hard and as fast as you can until you're able to Action Hijack Siu Wah's car. Your ride's not over though. Now you need to lose the cops. Once you manage that, drive to Winston, who is waiting at a bus stop marked on the map, and park the car in the garage there.

Siu Wah's constant taunting about how Big Smile Lee, Dogeyes' benefactor, is going to tear you apart grows very quiet when Winston stalks up and informs Siu Wah of his new terms of employment. Handing Wei a roll of cash, Winston thanks him for his efforts. Even Conroy apologizes for his actions and manages to form a sentence or two that doesn't involve accusing Wei of being a cop. Imagine if he knew how right he's been from day one?

With this, the first act comes to an end. The war can only escalate from here, but now it's obvious that this situation has gone much further beyond two Red Poles fighting over scraps. There will be consequences, but for now Winston believes things are looking up for the Water Street Gang.

Tip

Take some time to wrap up any unfinished business around North Point, such as favors or events. Firearms are going to become a more common factor in the next act, and it wouldn't hurt to have more money and higher Face level going into the next set of missions. Once you've accomplished everything you can, get some sleep at your safehouse. Things are about to get a lot worse before they start to look like they are getting better.

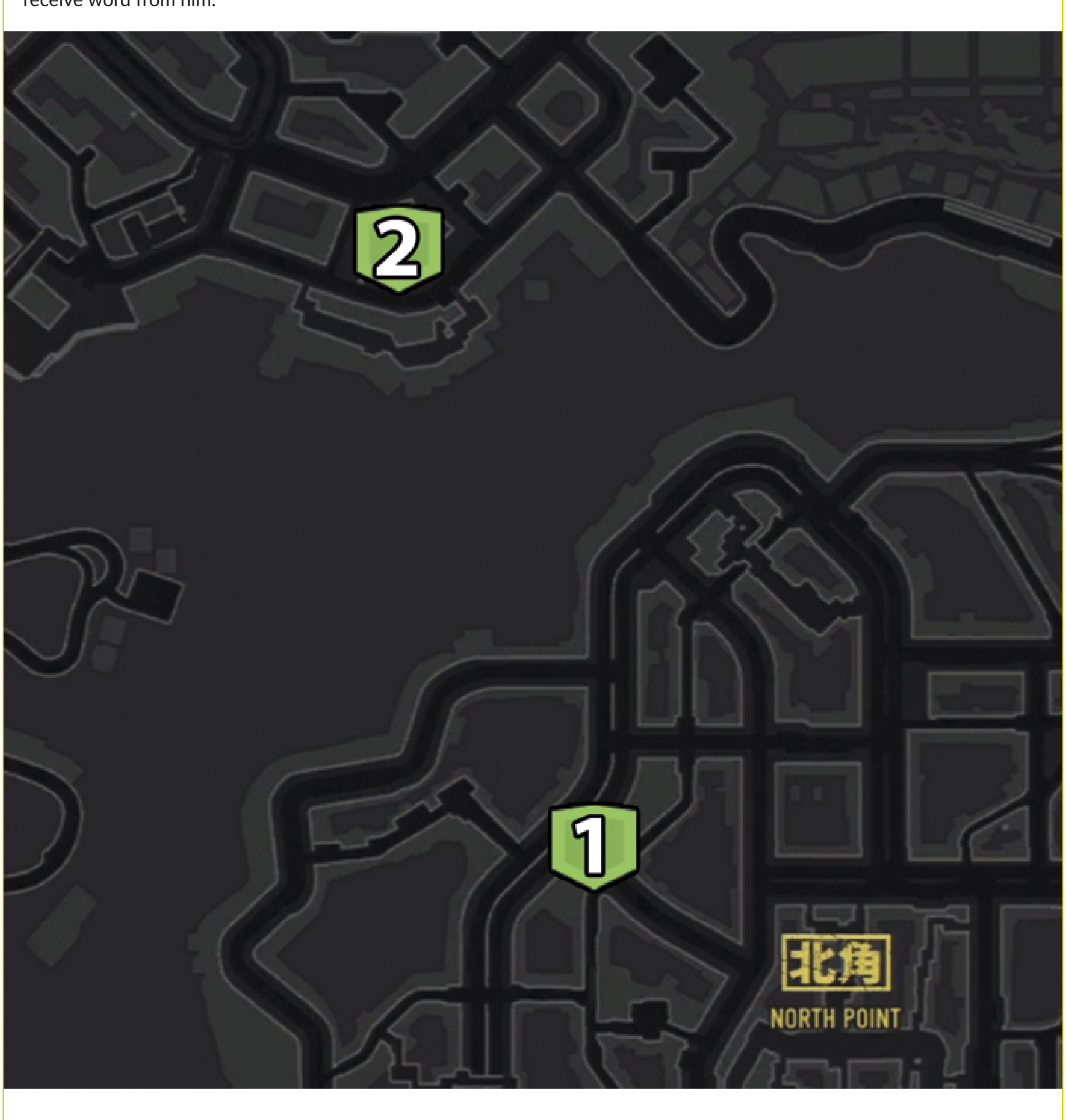


Main Story Walkthrough

Uncle Po

Preceding Missions: Payback (Main Story)

Wei enters the office at Club Bam Bam to find Winston on the phone, speaking directly to the Chairman of the Sun On Yee. The bravado and testosterone that dominated the Red Pole's attitude in the aftermath of the sweatshop attack has been replaced with respectful deference towards his elders, and possibly abject terror. Informing Wei that you're to travel with him to go see Uncle Po, Winston orders that under no circumstances does anyone in the gang do anything until they receive word from him.



Click here for interactive maps

Mission Unlocks: Bride to Be (Main Story); Hotshot, Lead Three (Case Two)

Job and Minigame Unlocks: Debt Collection

Event Unlocks: None

Favor Unlocks: Turn Losers Into Winners, Just a Little Driving

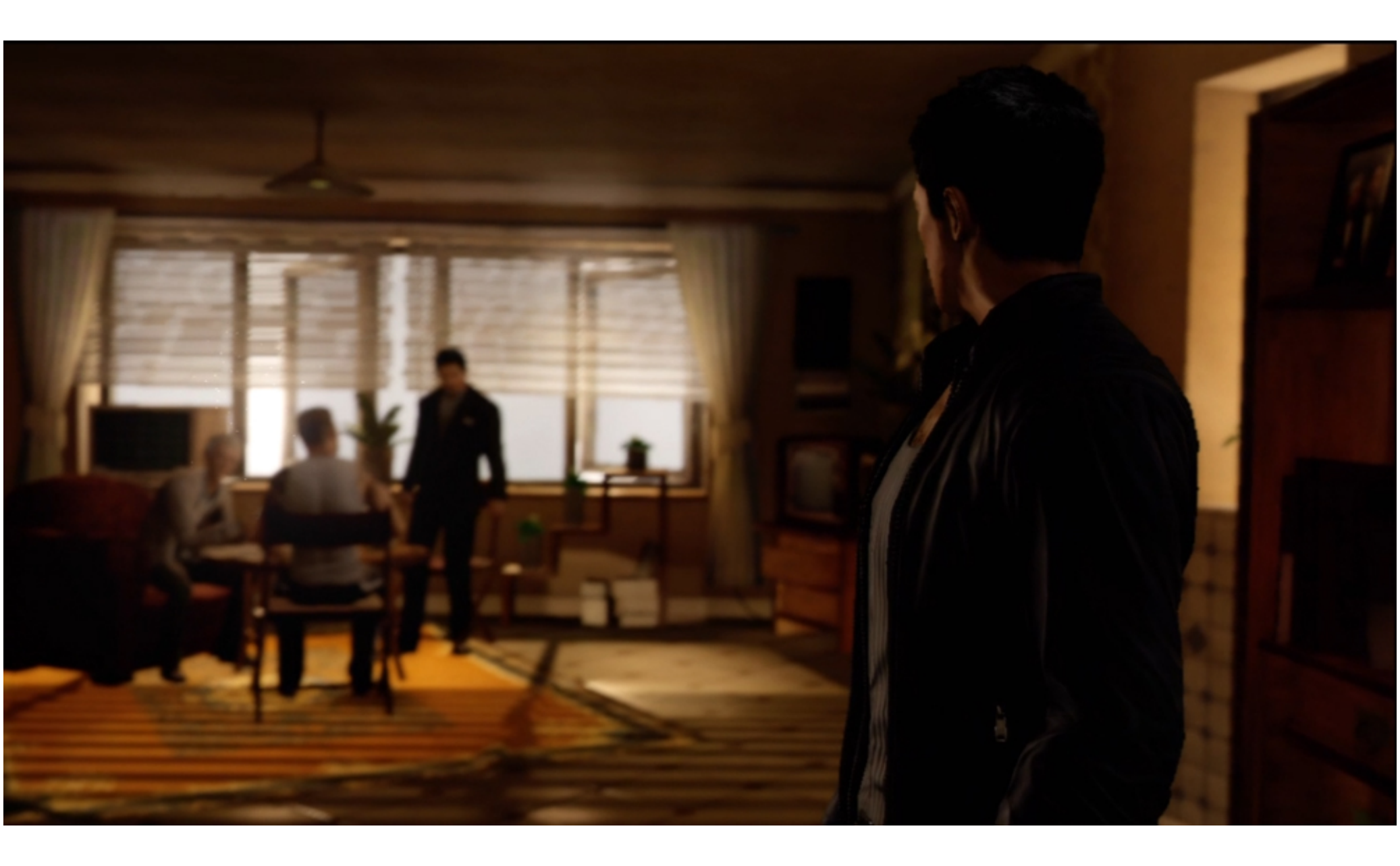
Rewards: HK $2500, Central Apartment, Roland: Debt Collection Jobs, Brief: David Wa-Lin "Uncle" Po

Barring any craziness on your part, the drive to Uncle Po should be without incident. Winston begins talking to Wei about the situation. He is convinced that Wei keeping Siu Wah alive is the only thing that has spared them for the moment, but is convinced that his own life is forfeit. He entrusts the Water Street Gang to Wei if anything does happen to him, and pleads for Wei to protect his family and his fiance, Peggy, from the fallout, should it come down to that. Wei tries to console Winston, assuring him that he did the right thing to stand up to Dogeyes.

Winston goes on to tell Wei more about Big Smile Lee, the driving force behind Dogeyes' sudden power plays. He controls lucrative porn production and human trafficking for the Sun On Yee, businesses that even Winston finds deplorable.

Arriving at the meeting, a bodyguard greets Wei and Winston in an amused fashion. Dogeyes was apparently here minutes before, and left without a scratch.

Uncle Po is a sprightly and seemingly polite old man who invites Winston to tea. Acknowledging Wei, he says that Wintson has spoken highly of him. Wei tries to imply that it was Winston who suggested keeping Siu Wah alive, but it's apparent that the Dragonhead does not believe this fiction one bit. Still, he praises the loyalty Wei is showing, calling it a fading quality from the Triad. He wants to show Wei some gratitude, and when Wei tries to suggest that it would be too much for him to accept, we see hints of Uncle Po's true authority. He will brook no disagreement.

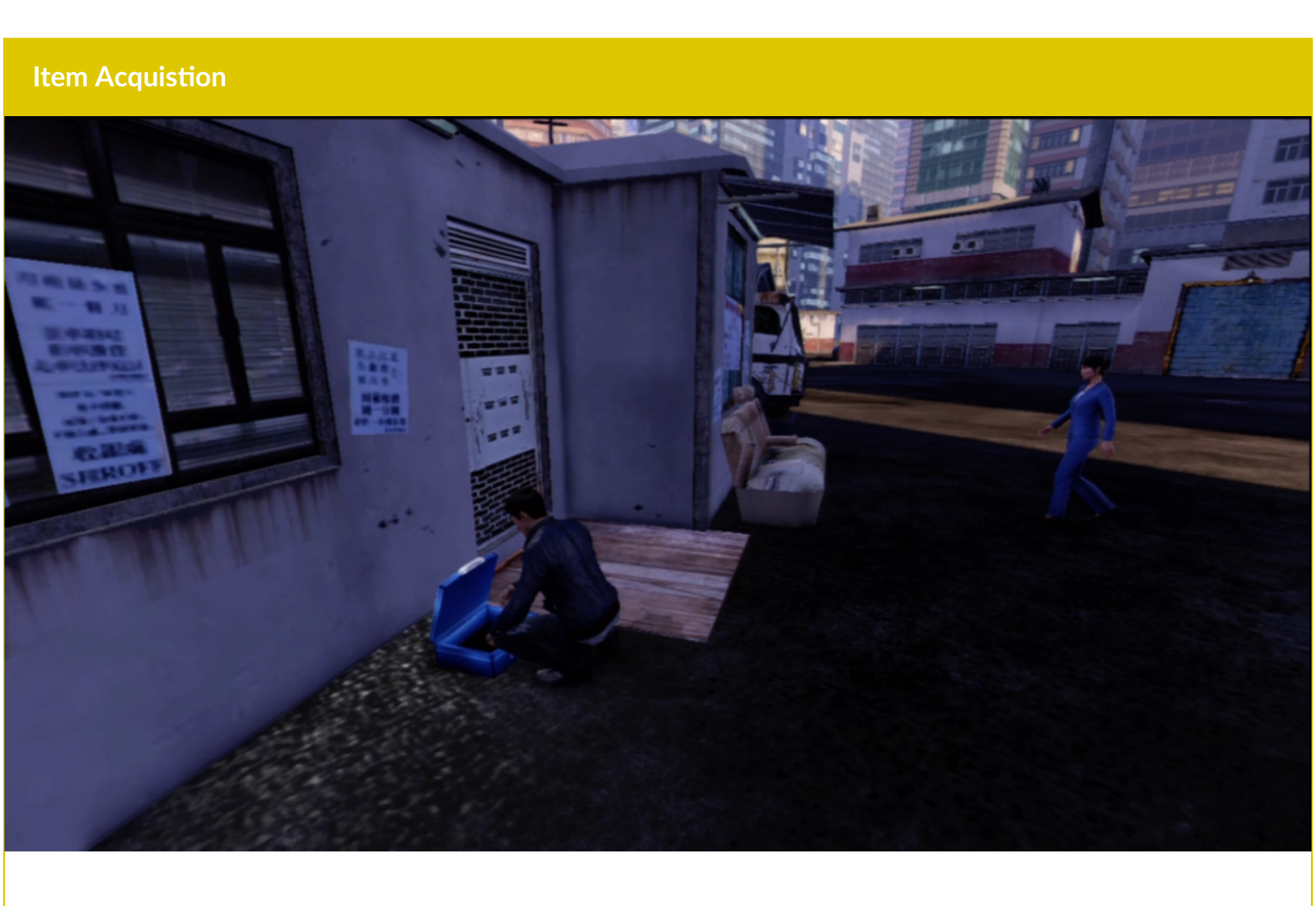


Uncle Po then offers Wei work as a debt collector under one of his people, Roland Ho, and says to go see him. Waving Wei off, Uncle Po begins to address Winston, as his bodyguard stands ominously.

The bodyguard outside, Ricky, is upset that Wei walked out alive, as he bet money on needing body bags for the meeting. He offers Wei some work in Central. After the cutscenes, Wei is offered a vehicle to take to meet Roland Ho.

The drive to Roland Ho's Impound Lot is short, but you receive good news on the way there: Winston calls you, alive and in one piece! He's understandably a bit humbled. He asks for your continued hard work, and possibly for some favors in regards to his wedding preparations. At the Impound Lot, Wei will park the car at the waypoint, and you need to proceed on foot to talk with Roland.

Item Acquistion



There is a easily accessed Lock Box inside the Impound Lot that you can collect before talking business with Roland. It may have a small cadre of hostile thugs surrounding it, so be prepared.

Roland Ho is no longer a gangster in his prime. He's somewhat out of shape, and weighed down heavily by experience and wisdom, the latter of which he tries to impart to Wei. He then offers Wei a submachine gun and the name of his target: Patsy Wing. Heavily in debt to Roland, she apparently has bodyguards that may require the firepower. The drive over to Patsy's location should be smooth. Don't attract any unwanted attention with the cops just yet. Having a gun and getting spotted using it or just carrying it in the open is an automatic Heat level.

Wei pulls up and tells Patsy it's time to pay off her debts. She climbs into a sports car flanked by her bodyguards in their own vehicles. Her driver speeds off, and Wei is forced to give chase. You need to take out all of her protection first before you can personally deal with Patsy.

This is your first real instance of shooting while driving, and the controls are a bit different from what they are when you're on foot. Fortunately, you have a nice advantage: While aiming and driving, the game goes into bullet time, making it easier to draw a bead on hostile targets while keeping your ride on the road. While chasing Patsy, you need to disable the vehicles her guards are using, and the fastest way to do this is to shoot out their tires.

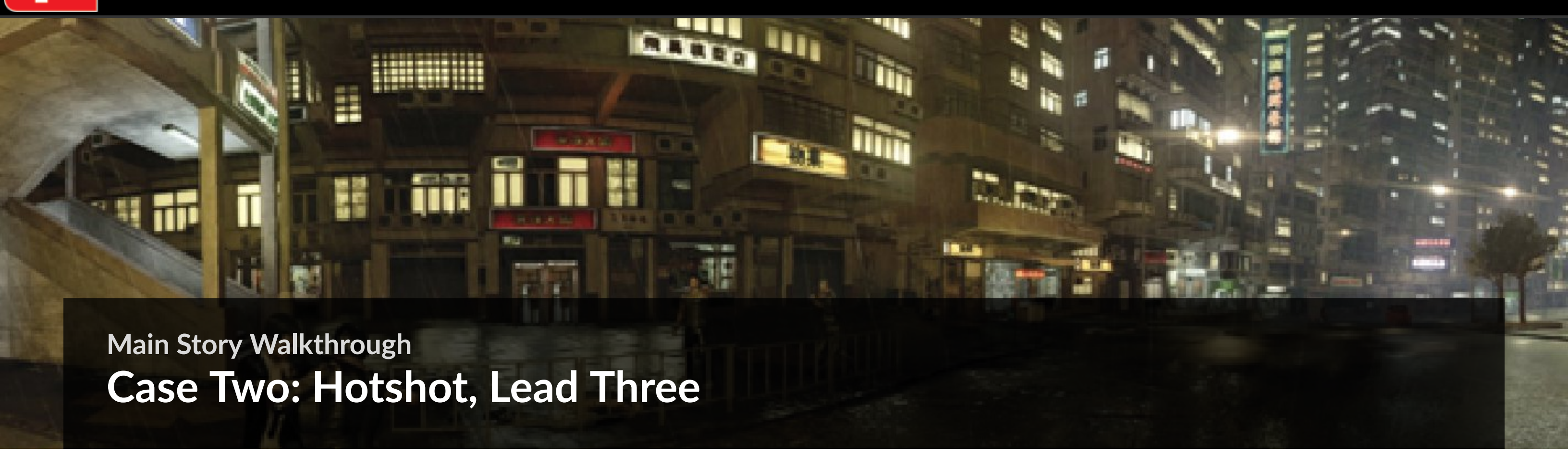
After a crazy ride through Central, and several waves of goons later, you're able to catch up to Patsy's car. Action Hijack aboard to throw out her driver, and then start driving back to the Impound Lot. Patsy is beside herself with fear, and for good reason, but Wei insists he only cares about the money. His reassurances fall on deaf ears. Explaining that the car is loaded with drugs, Patsy apologizes and jumps out of the vehicle while it's moving. With no money or Patsy, but with a car full of dope, take the "payment" back to Roland. After delivering the vehicle, the mission is completed. Raymond wants to meet with you as soon as possible.

Note

You now have access to Debt Collection jobs through Roland on your smartphone, and this mission you just accomplished counts as one of the six that are available. Take advantage of these missions to get some extra dough. You probably want to update your clothes or cars, and the stores in Central are more expensive.

Checking In

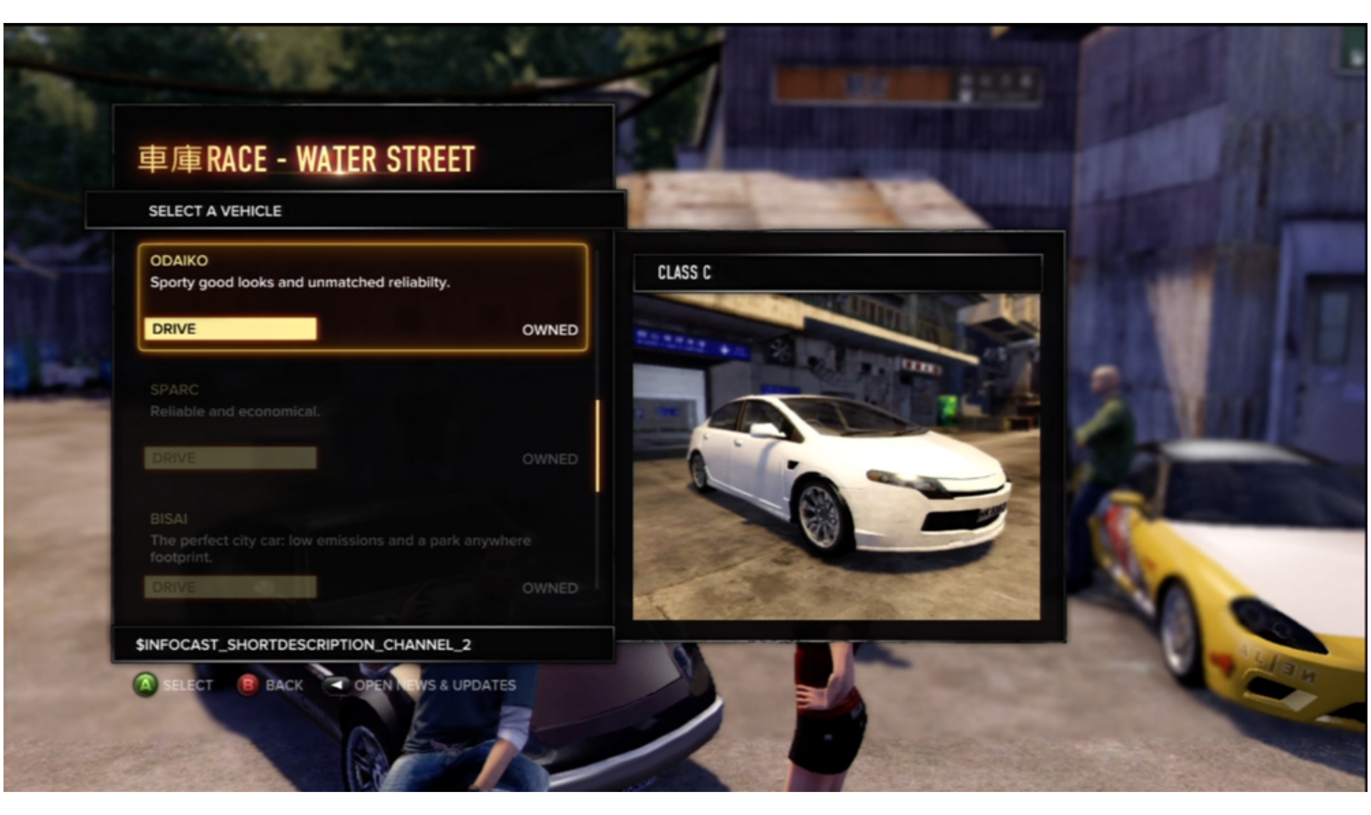
Raymond is furious with Wei. Keeping Siu Wah out of police custody has hurt their case severely. He believes that Wei has crossed all of the wrong lines, and wants to terminate the operation. His arguments are cut short when Wei reveals that he's just spoken in person to Uncle Po, something that no other undercover officer has managed.



Main Story Walkthrough

Case Two: Hotshot, Lead Three

Preceding Missions: Listening In (Main Story); Hotshot, Leads One and Two (Case Two)



車庫RACE - WATER STREET

SELECT A VEHICLE

ODAIKO
Sporty good looks and unmatched reliabilty.
DRIVE OWNED

SPARC
Reliable and economical.
DRIVE OWNED

BISAI
The perfect city car: low emissions and a park anywhere footprint.
DRIVE OWNED

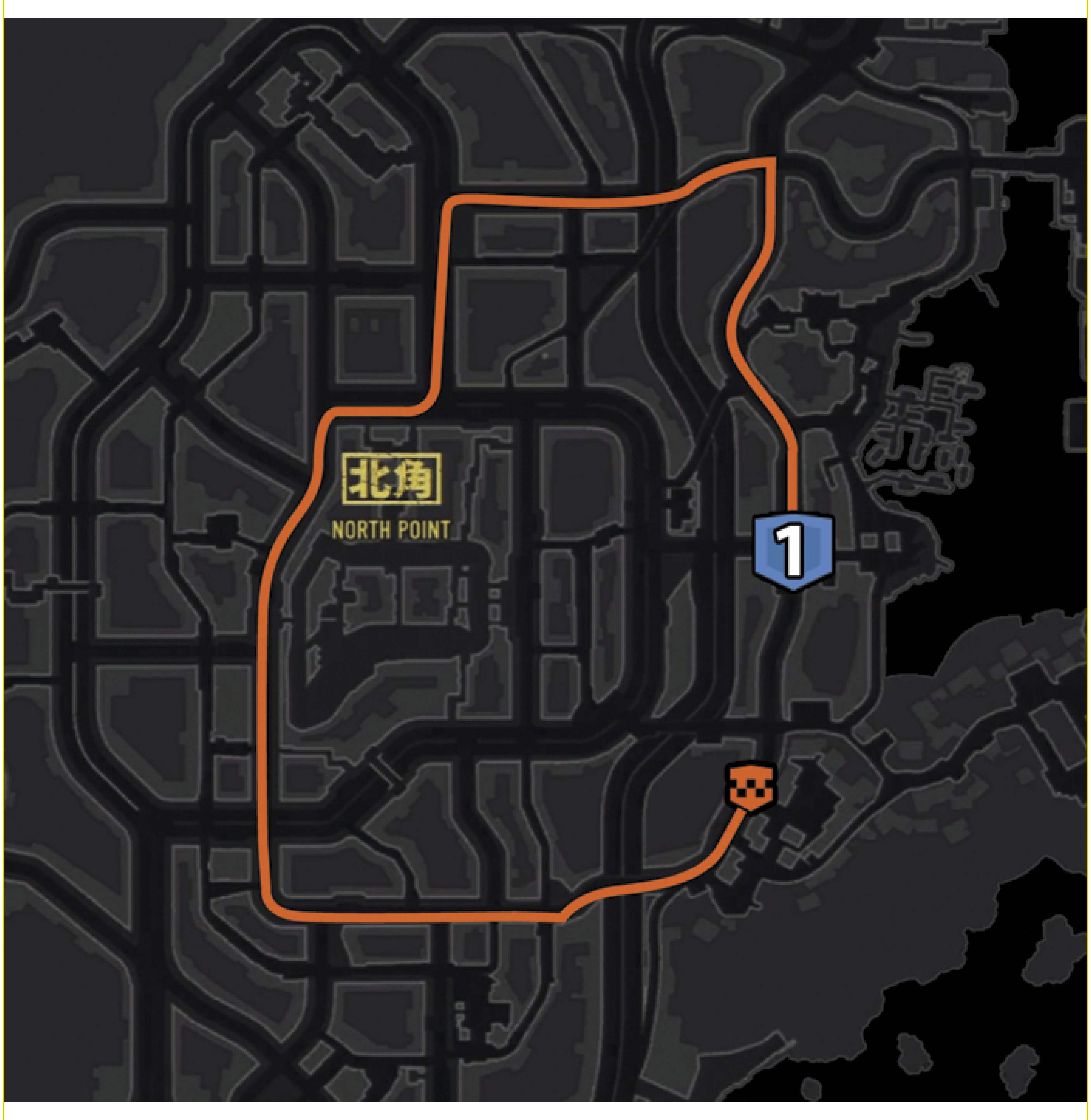
CLASS C

$INFOCAST_SHORTDESCRIPTION_CHANNEL_2

GO
AL484RDA

Another major race has opened up, starting at Water Street. This is another good opportunity for Wei to increase his rep among the street racers, and hopefully find out more information on where and when Hotshot intends to take out Ace.

This race course is shorter than the previous race at the start of the case, but it's also a greater challenge. Don't be surprised or discouraged if you need to retry it several times. Much of the course is narrow, and there's a lot of traffic to navigate while also trying to get through to the front of the pack.



Click here for interactive maps

Mission Unlocks: None

Job and Minigame Unlocks: None

Event Unlocks: None

Favor Unlocks: None

Rewards: HK $20000

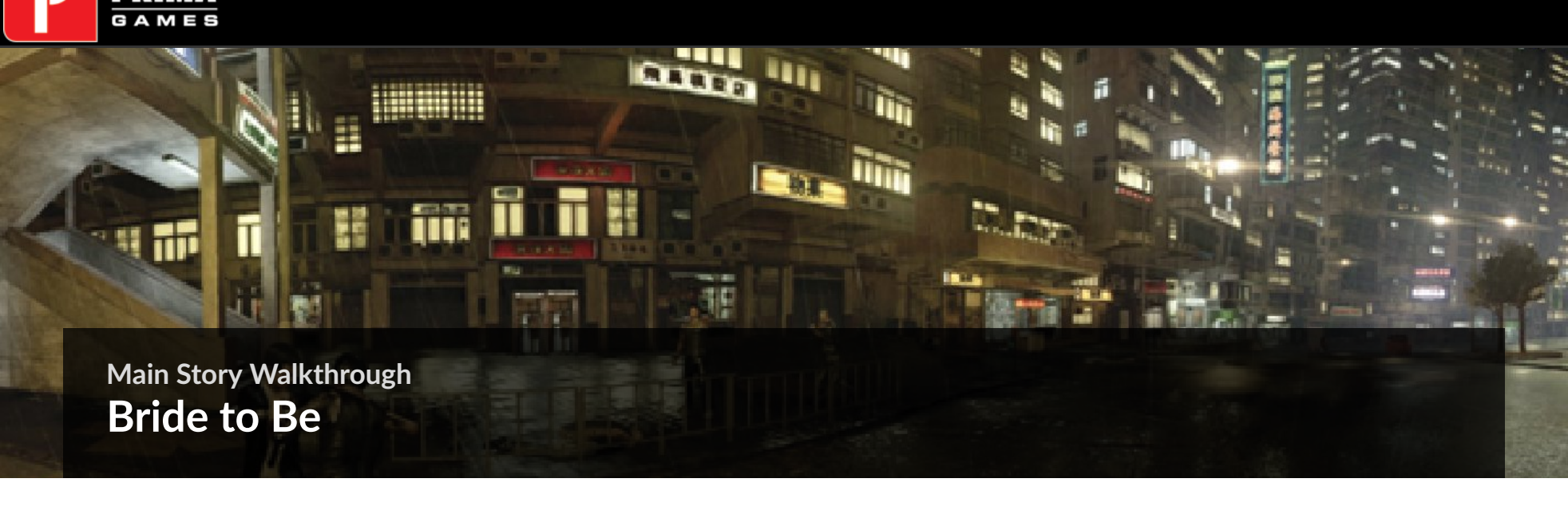
The start of the race immediately goes through a set of narrow, curved roads, with pedestrians on the sidewalks and traffic in the oncoming lane. Don't get too hungry while jockeying for position. Ram Attacks tend to slow you down more than it does the other cars, unless you manage to push them into large obstacles.

The first turn is a hard left. Watch for it in advance and prepare to drift through it to maintain some speed.

The second left opens the course somewhat, but try to stay in the correct lane to avoid head-on collisions with traffic.

Turns three and four are a sharp right followed by a left into a more narrow street. If you're still lagging behind, here is where your counterattack needs to start. You're halfway through the track at this point!

The final stretch is deceptively straight, though somewhat narrow. There are some subtle but mean curves that, if taken from the wrong angle and speed, can cost you the whole race. If you're still lagging behind somewhat, it's time to get desperate. Try to force the other drivers into parked vehicles or storefronts if you can. If you manage to pull off the win, your reputation further increases, and you get a nice little cash reward for the trouble. You're bound to get Hotshot's attention soon.

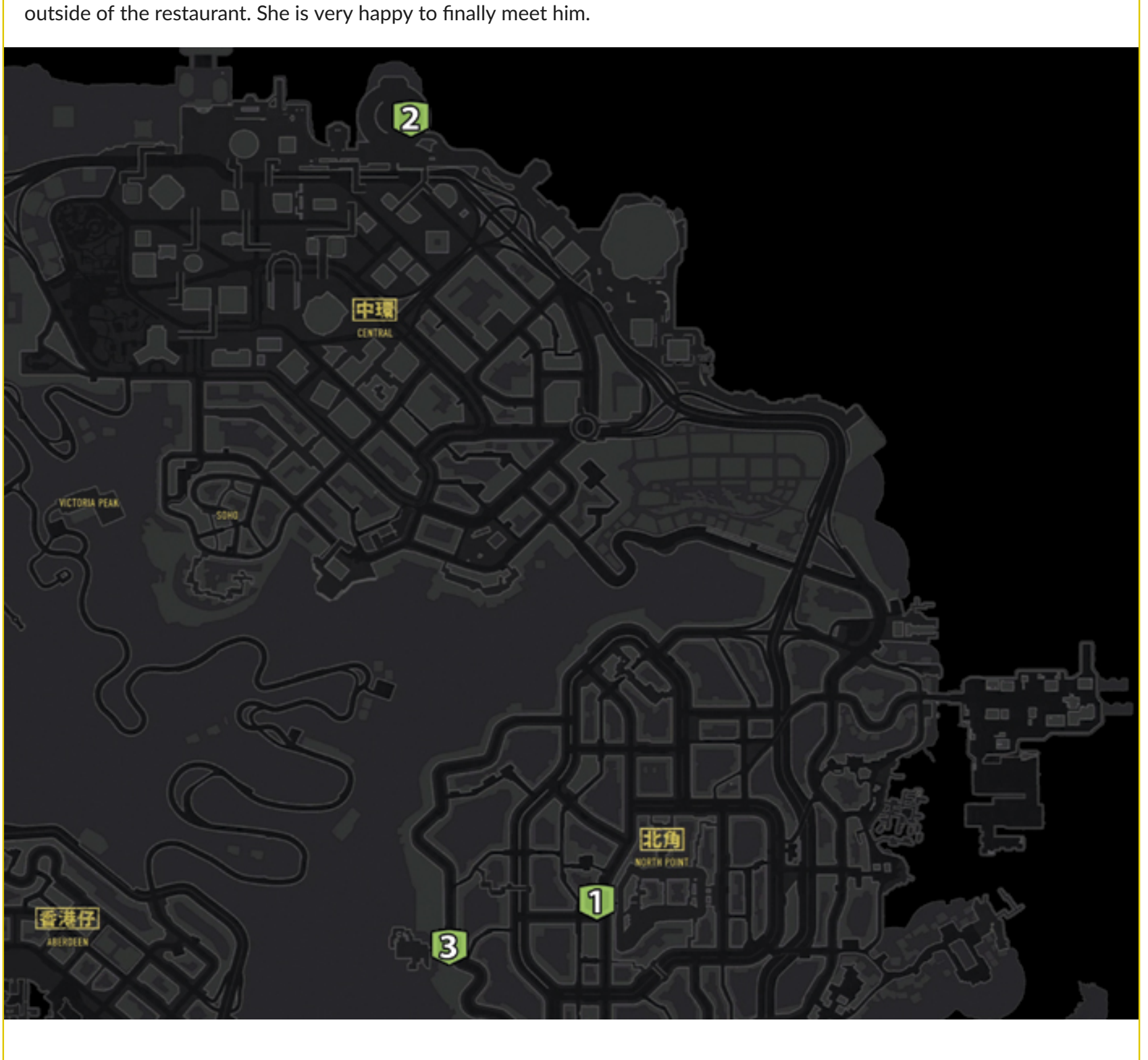


Main Story Walkthrough

Bride to Be

Preceding Missions: Uncle Po (Main Story); Hotshot, Lead Three (Case Two)

At the Golden Koi, Mrs. Chu is busy with her son's wedding preparations. Winston himself is out taking care of business, so it now falls to Wei to escort Peggy around town while she takes care of her own preparations. Peggy is waiting for Wei outside of the restaurant. She is very happy to finally meet him.



Click here for interactive maps

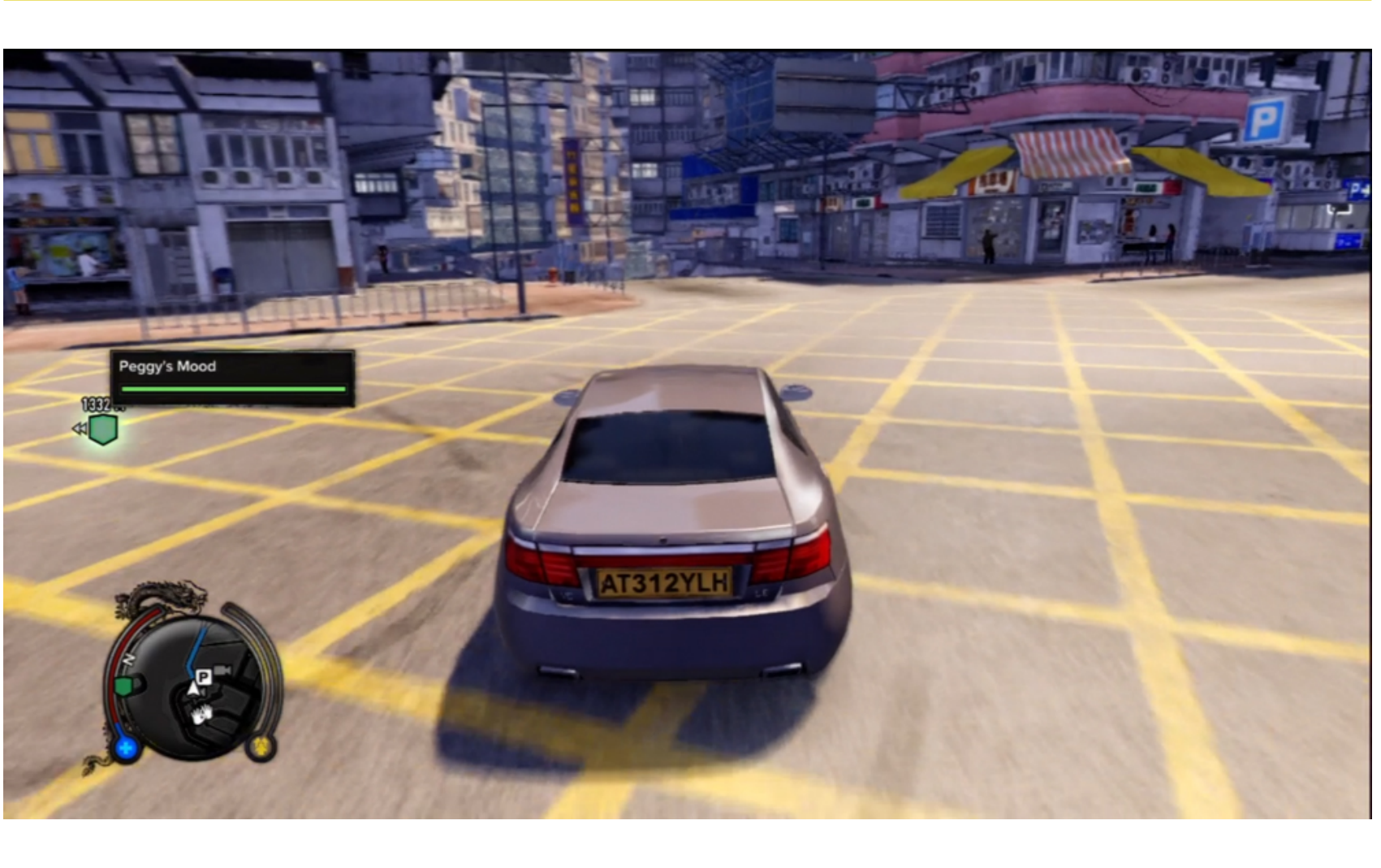
Mission Unlocks: The Wedding (Main Story)

Job and Minigame Unlocks: North Gambling Den, South Gambling Den

Event Unlocks: None

Favor Unlocks: Riffraff Disposal, Drunk Disposal

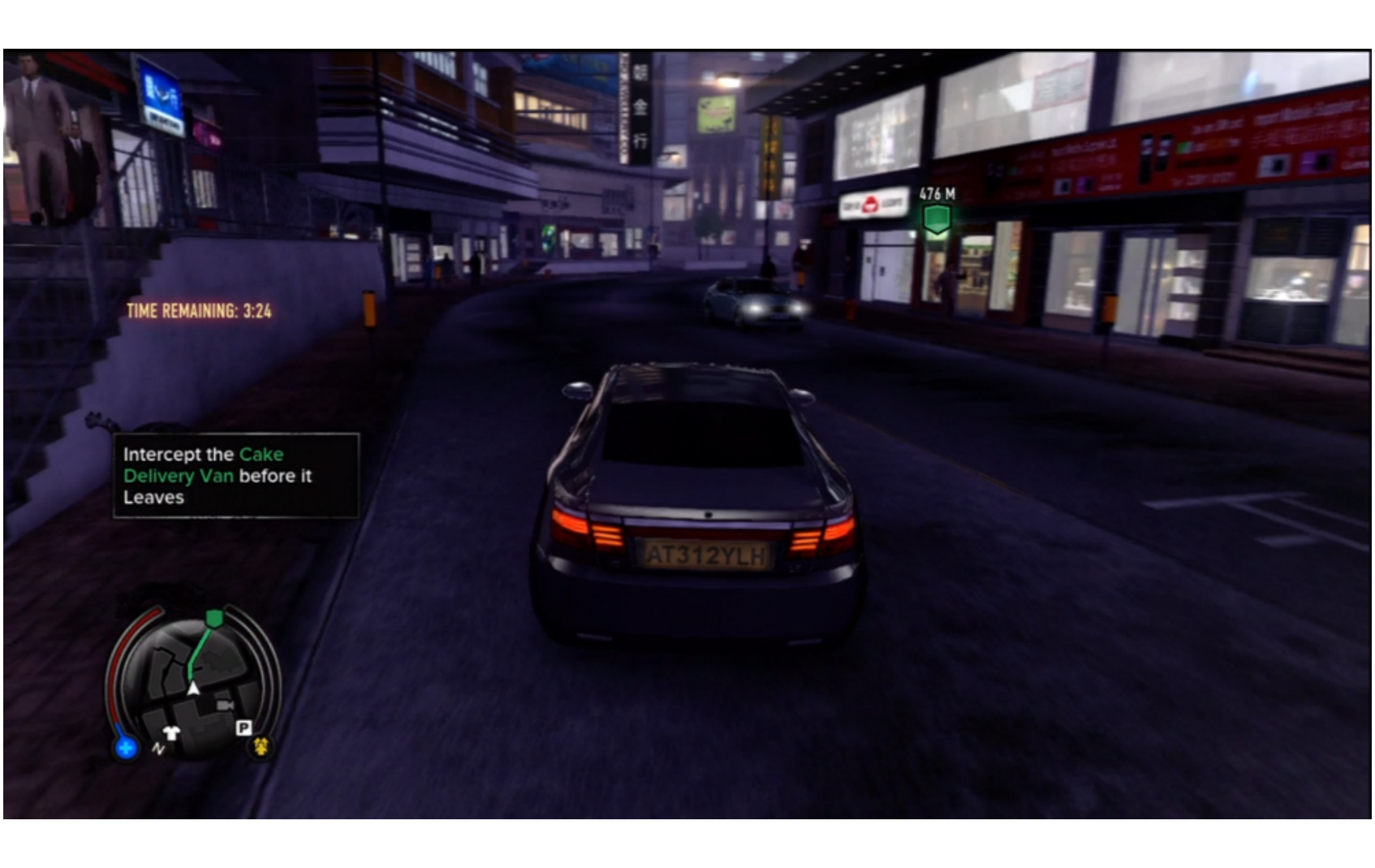
Rewards: HK $2500, Monk Outfit (Clothing Set), Winston's Laundry (Clothing Set), SFPD Internal Affairs Memo 08/2010



The drive from the Golden Koi to the Bridal Shop is quite lengthy, but as long as you drive well there shouldn't be any serious complications. What you have to be on the lookout for is Peggy's mood, which is shown as a filled meter. If Wei gets in accidents, the meter starts to empty. It can recover, but Peggy is easily rattled, so try to avoid driving too unsafe. She doesn't mind speeding if you're not hitting anything.

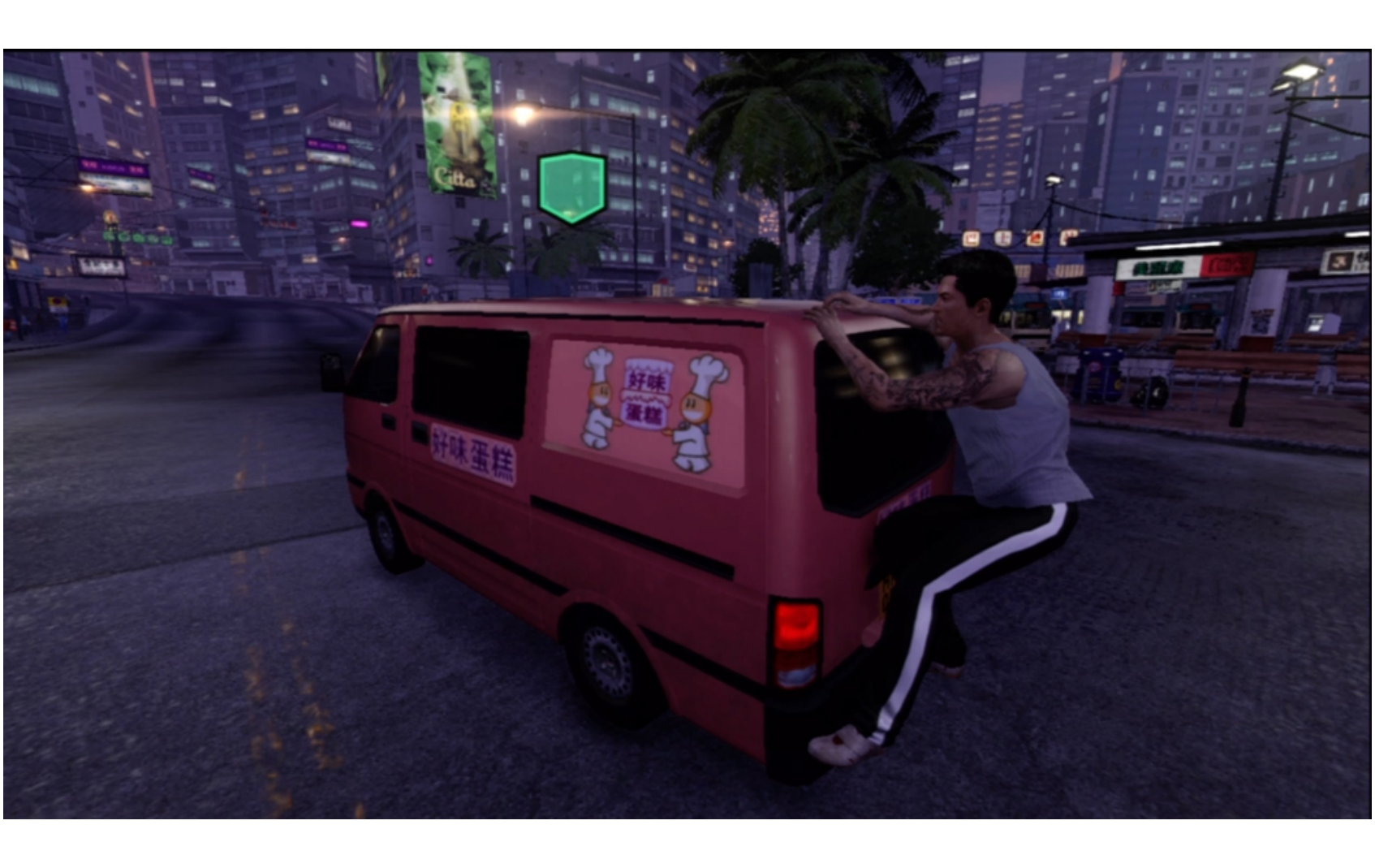
Along the way to the Bridal Shop, Peggy and Wei discuss his life in the Triad, and his love life in particular. She worries that Wei may be so obsessed with the life that he may forget how to live outside of it. She insists on helping him find a woman to one day marry.

Once at the shop, Peggy changes into her wedding dress and makes the final requests for the flower arrangement. She wants black orchids, but the worker at the shop says they aren't possible to find in Hong Kong. She later corrects herself. The temple in North Point does grow them, but is not willing to give them away or sell them. Disappointed, Peggy and Wei leave the shop.



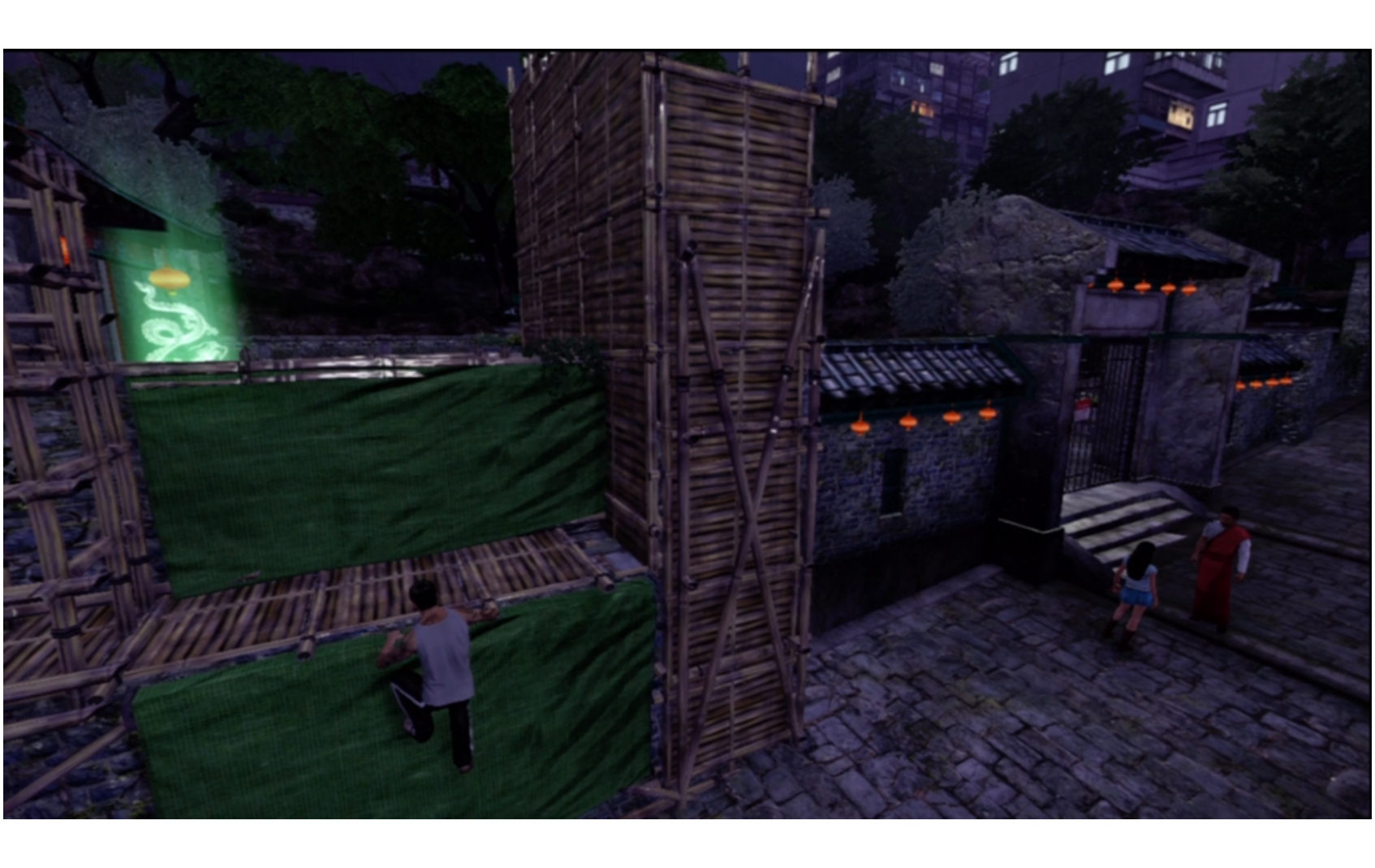
The next stop is the Cake Shop to pick up Peggy's wedding cake. It's another fairly long drive, but there's no mood meter to worry about. A short way into the trip, you get a text message from Winston: Someone is stealing the wedding cake, and you need to get over there to intercept them. You have three-and-a-half minutes to make it to the shop in time!

Wei tries very badly to disguise the sudden urgency, even while Peggy grills him about his family life. She tells Wei that even if he has no family in Hong Kong, she and Winston can be his new family.



You arrive at the shop just in time to see the van leave with Peggy's cake. At first she's a bit apprehensive about how fast you're going to chase the cake down, but when reminded that if the van escapes, her wedding will not have a cake, she demands you drive faster.

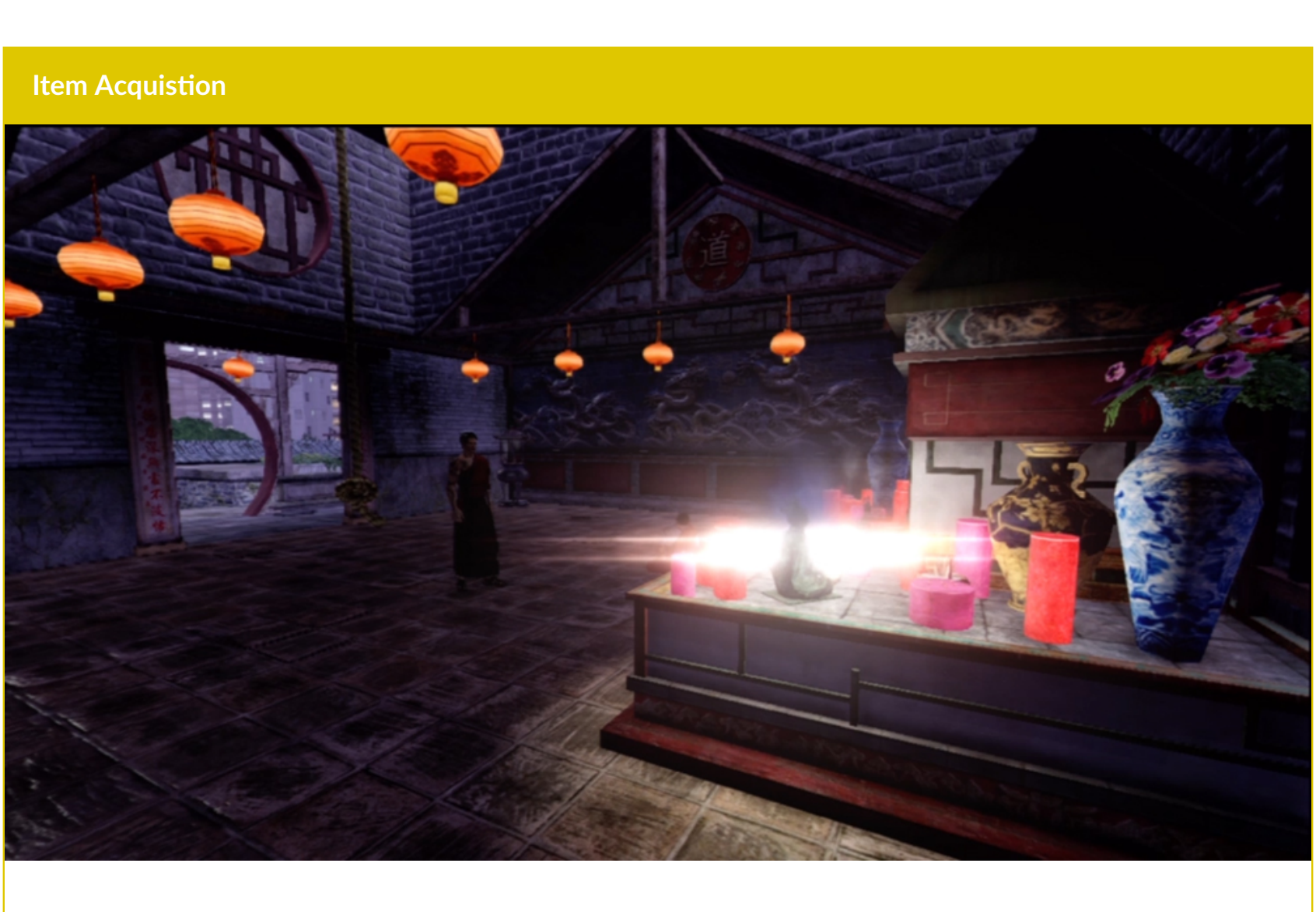
The delivery van isn't faster than the car you were given for this mission, so it's easy to catch up. Action Hijack the van and climb along the side of the van to reach the driver's cab. Wei may begin slipping off the van during this part, so be prepared to survive a couple QTEs. Once inside the van, you find out that the thief doesn't actually work for Dogeyes, but is just another woman who wants the perfect cake for her own wedding. Deliver the van to the designated dropoff point.



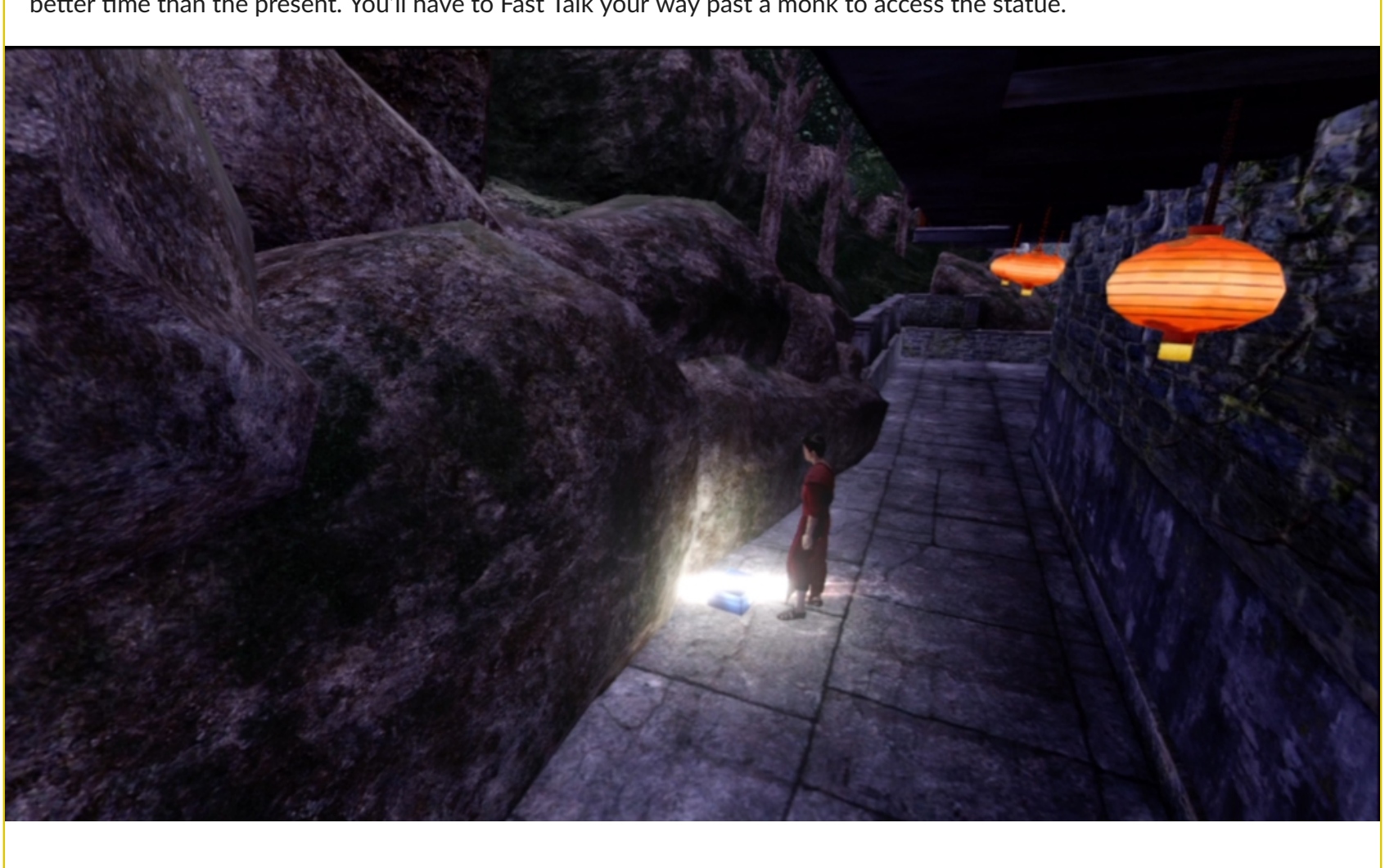
Peggy is grateful for the hard work, but is now inspired by your antics. She wants those black orchids, and she knows that Wei is not afraid of causing a little trouble to get them. It's off to the temple with the both of you! Once there, you need to climb up the wall with some construction tarps on it to get inside the temple grounds. A spare Monk Outfit can be found inside a storage room just after climbing up the wall.

Now you need to climb up the steps of the temple. You'll encounter monks who are suspicious of your overall appearance, but you're able to Fast Talk some pseudo-wisdom for their brains to chew on and they let you pass. Once you get to the temple itself, there's some item collecting you can do before you grab the orchids.

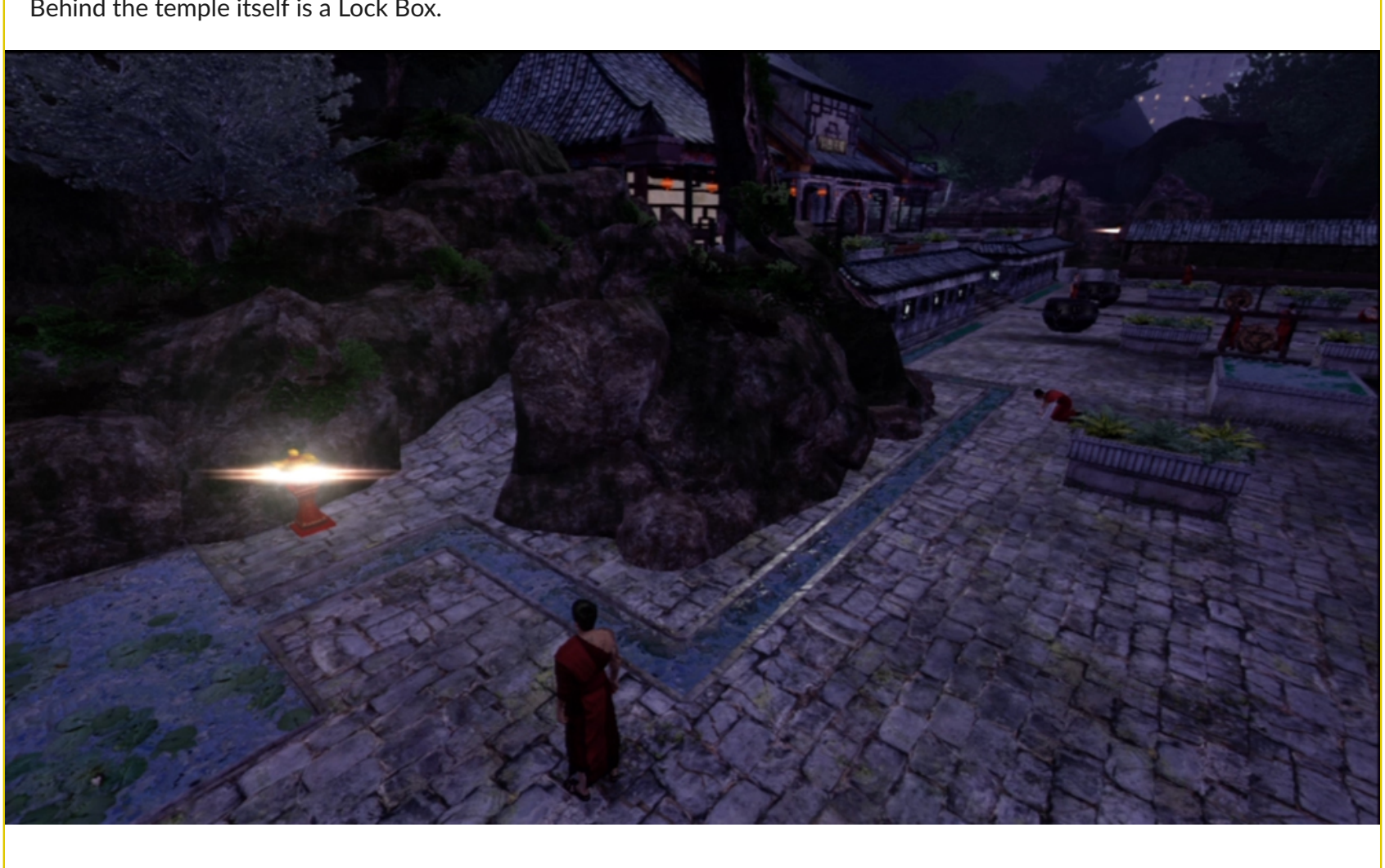
Item Acquistion

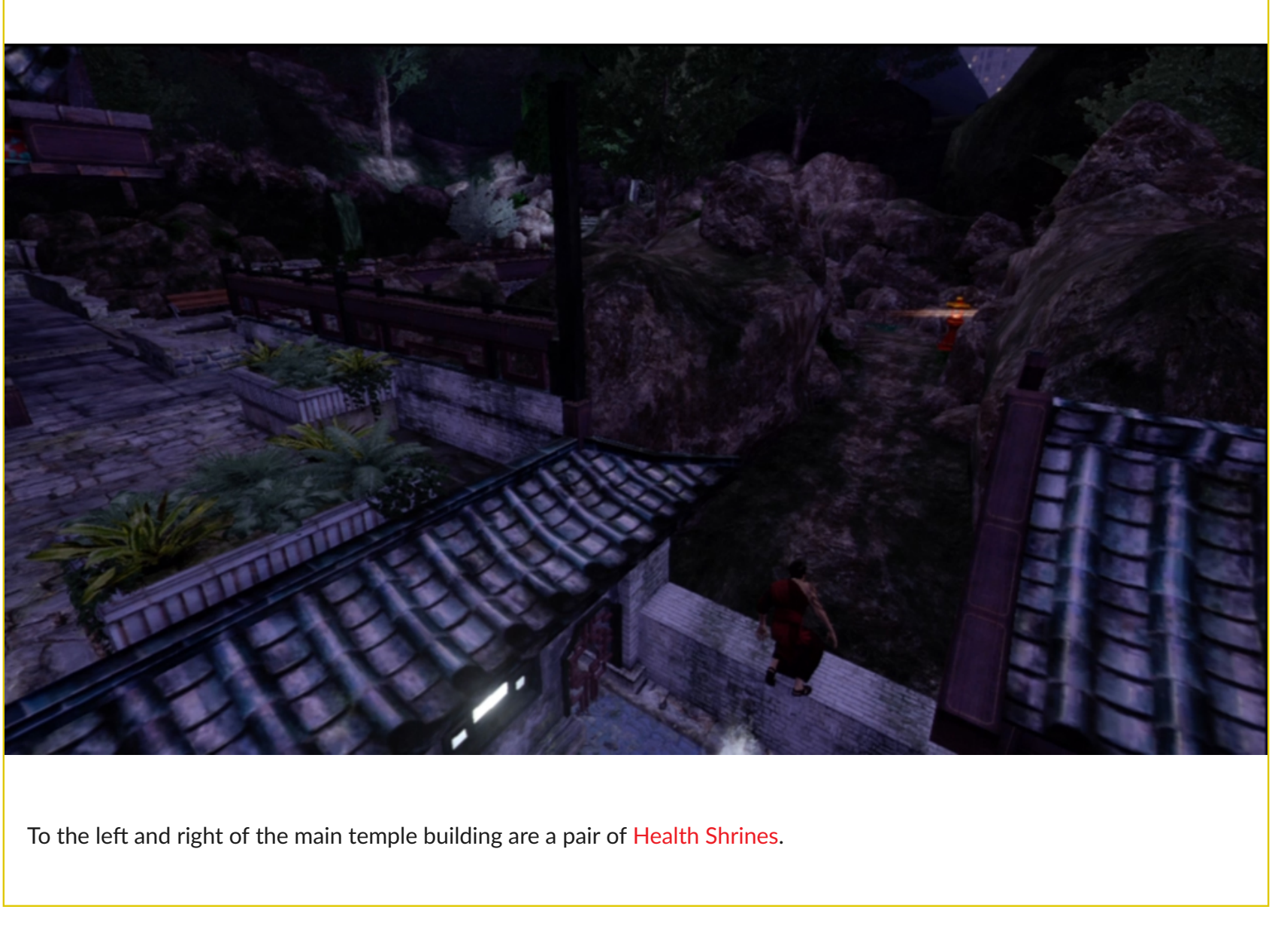


Inside the temple itself is a Jade Statue. If you haven't visited here earlier for it using the maps in the guide, there's no better time than the present. You'll have to Fast Talk your way past a monk to access the statue.

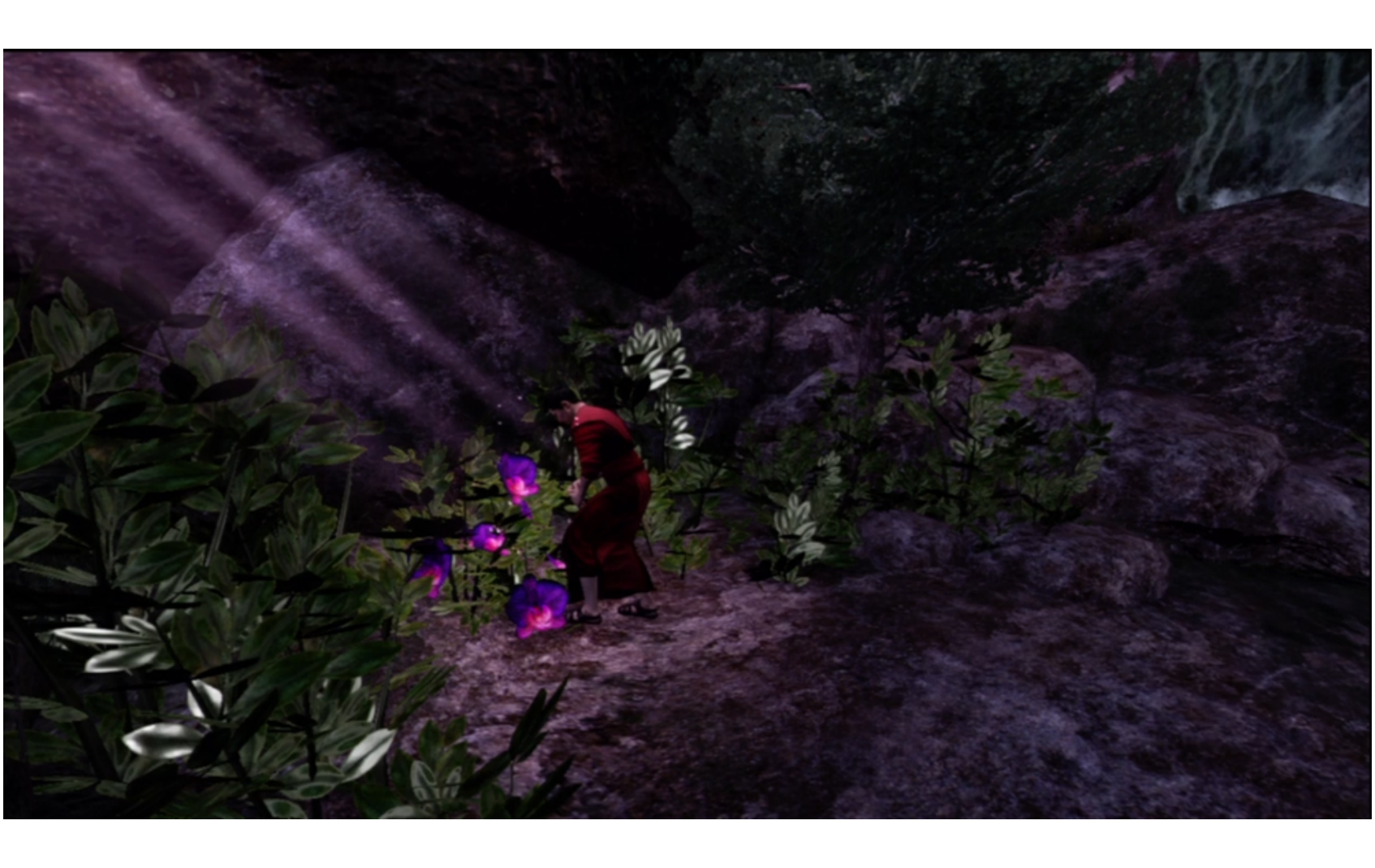


Behind the temple itself is a Lock Box.





To the left and right of the main temple building are a pair of Health Shrines.



After looting the temple of valuables and praying at the Health Shrines, make your way to the orchids. Once you pick the flowers, a monk spots you and the gig's up! From the main temple, an alarm bell begins ringing, and the monk confronts you.

Unlike the thugs you've fought so far, the temple monks are trained martial artists. Attack them recklessly and they will counter Wei. Grab them while they are still high on health, and they will reverse the Grab. The best way to open up any monk is to patiently wait for him to come to you, Counter his attack, and then use a short combo that can knock him down or stun him, allowing you a chance to finish him off.

Even while stunned or surprised by a Counter, a monk recovers quickly and can start dodging your attacks again. When you see a monk dodge an attack, stop your combo immediately! You're being set up for a counter.

After crushing the first monk, work your way back towards the temple. Another monk will confront you while others run. Defeat him and make your way inside the temple to take out the monk ringing the bell. With him unconscious that annoying ringing will stop.

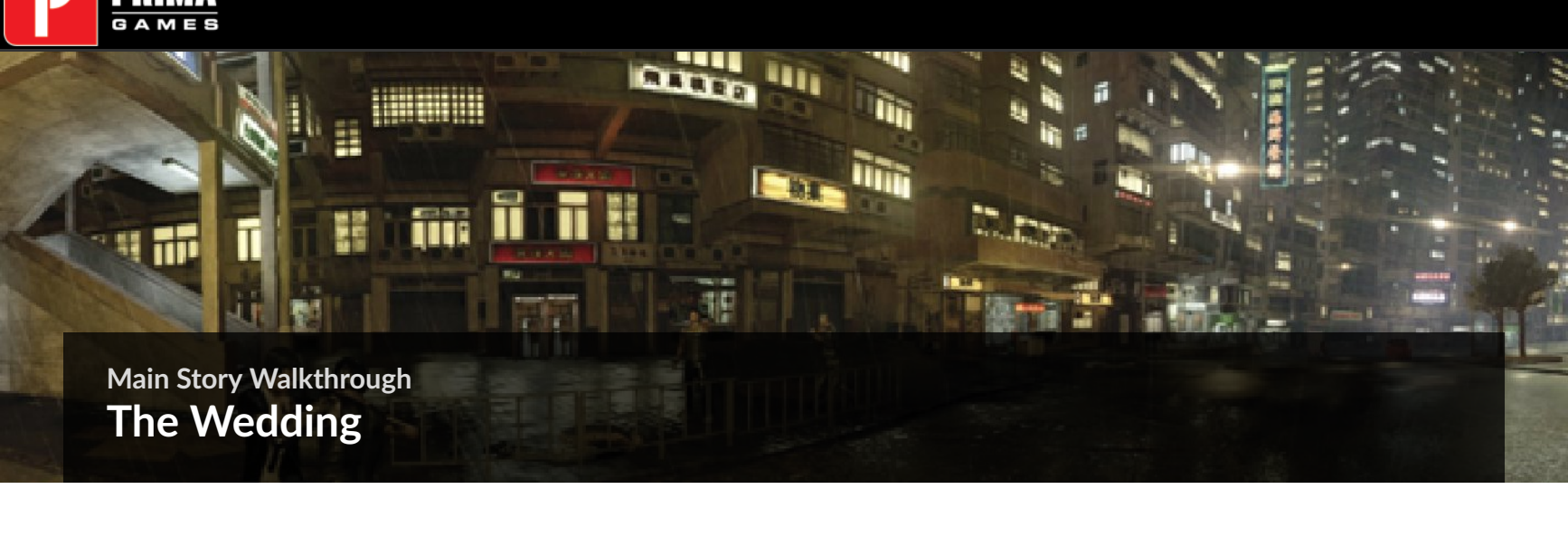
The central courtyard in front of the temple is where four monks assault Wei. Some of the tourists in the area think that this is some sort of show, and begin taking pictures.

One monk can be a challenge of your patience, but four at once can be frustrating. While there are environmental hazards to use on them to quickly remove them from the equation, it's not easy to get them into a state where Grabs are safe to use. However, if you're confident with your Counters, you can farm serious bonus Triad points with consecutive Counters, and the four monks are more than willing to feed attacks to Wei.

Tip

Alternatively, you can avoid fighting the monks altogether and just sprint your way down to where Peggy is waiting, but you'd be missing out on the bonus Triad points.

Once Wei gets in the car, Peggy offers Wei a change of clothes, and then you're ready to drop her off to play mahjong. She's grateful for all the assistance, and believes that Wei is a good and trustworthy man, a good "brother" to have, and a good soldier to Winston. Her kindness leaves Wei struggling to maintain both his composure and his cover, but Peggy doesn't suspect a thing. With the errands completed, the mission is finished.



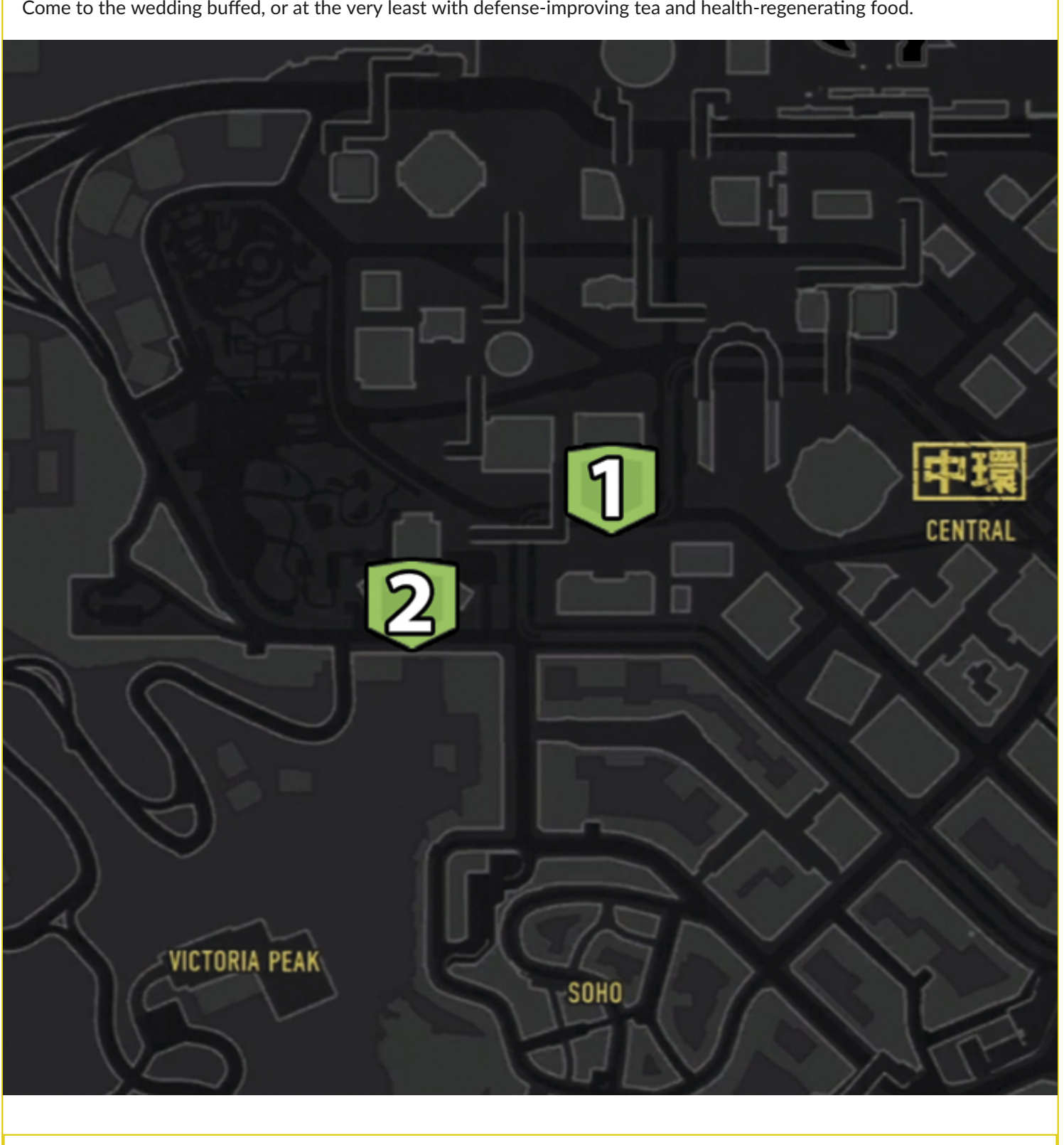
Main Story Walkthrough

The Wedding

Preceding Missions: Bride to Be (Main Story)

After going to Aspirazone to pick up his white Wedding Suit, Wei drives to the banquet hall in Central to be a part of the wedding festivities. The turnout includes much of the Water Street Gang. Uncle Po himself is in attendance, giving his blessing to Winston and Peggy. As the greetings continue, Winston remembers that he left Uncle Po's favorite wine in his car, and he wants Wei to go get it for him.

Come to the wedding buffed, or at the very least with defense-improving tea and health-regenerating food.



Click here for interactive maps

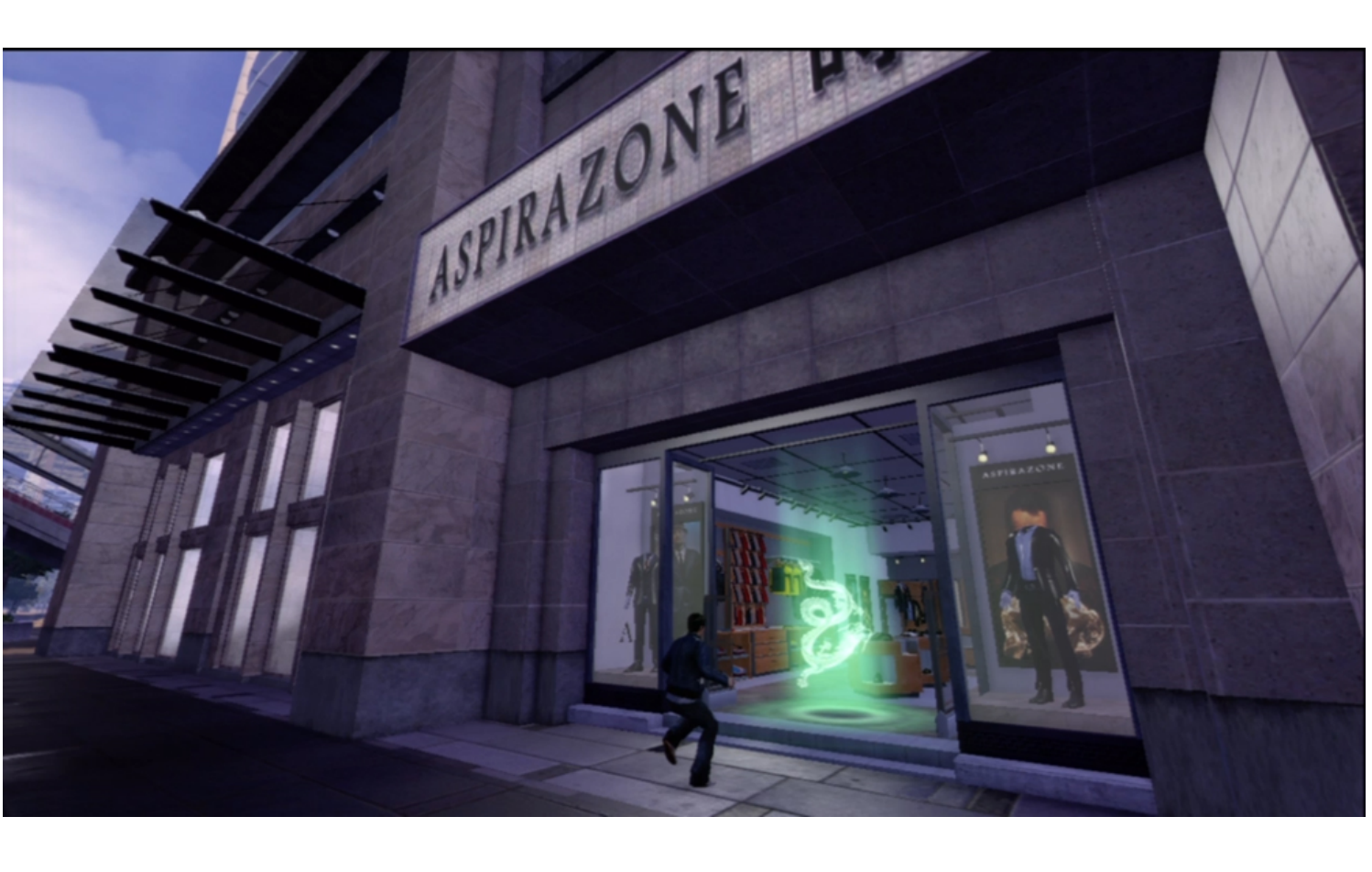
Mission Unlocks: Hotshot, Lead 4 (Case Two)

Job and Minigame Unlocks: None

Event Unlocks: None

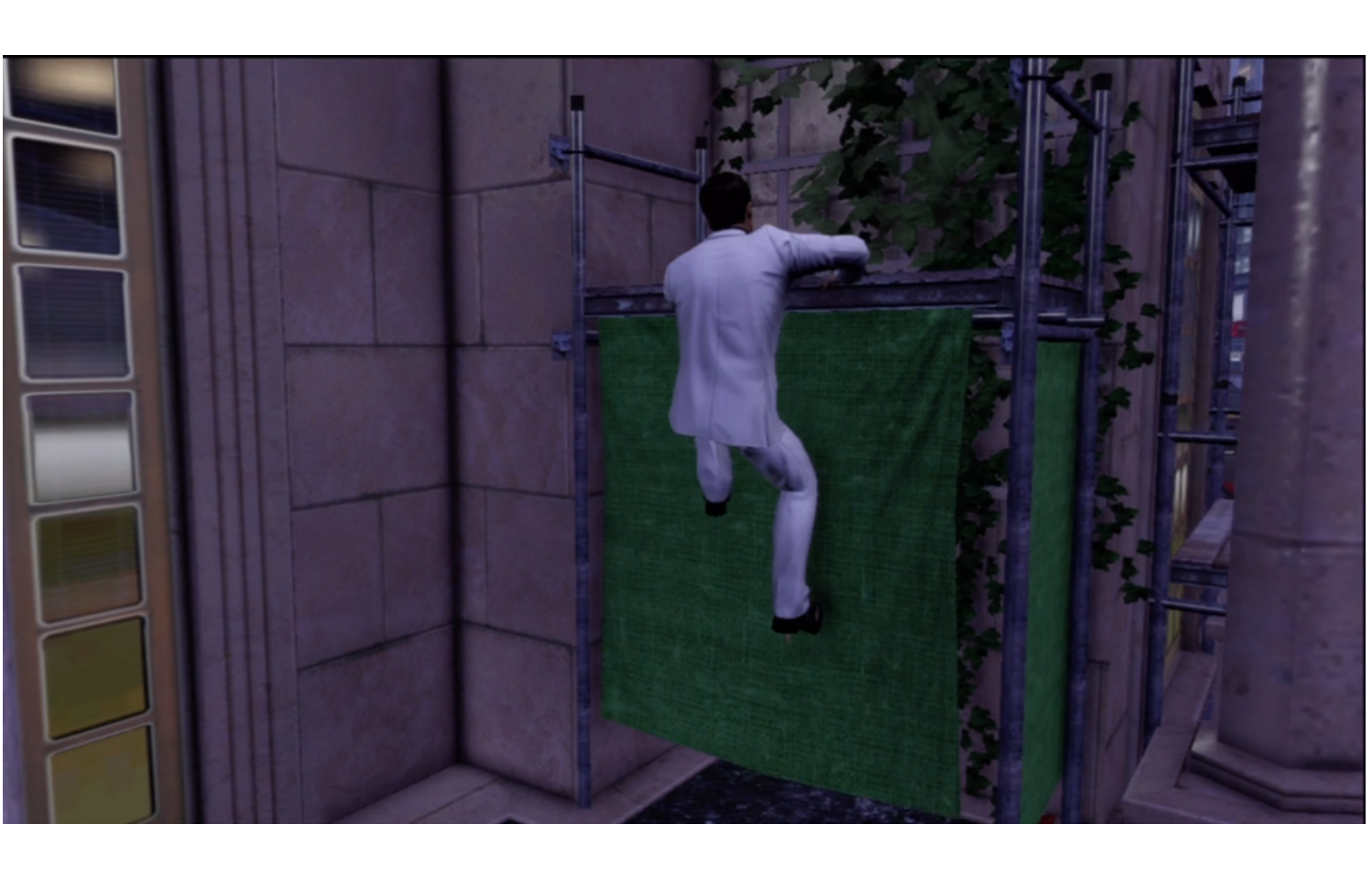
Favor Unlocks: Cheaters Never Prosper, Part Three; Pied Piper; Escort an Ally; Distract the Cops

Rewards: Wedding Suit (Clothing Set), Social Worker Casefile—Mimi Shen

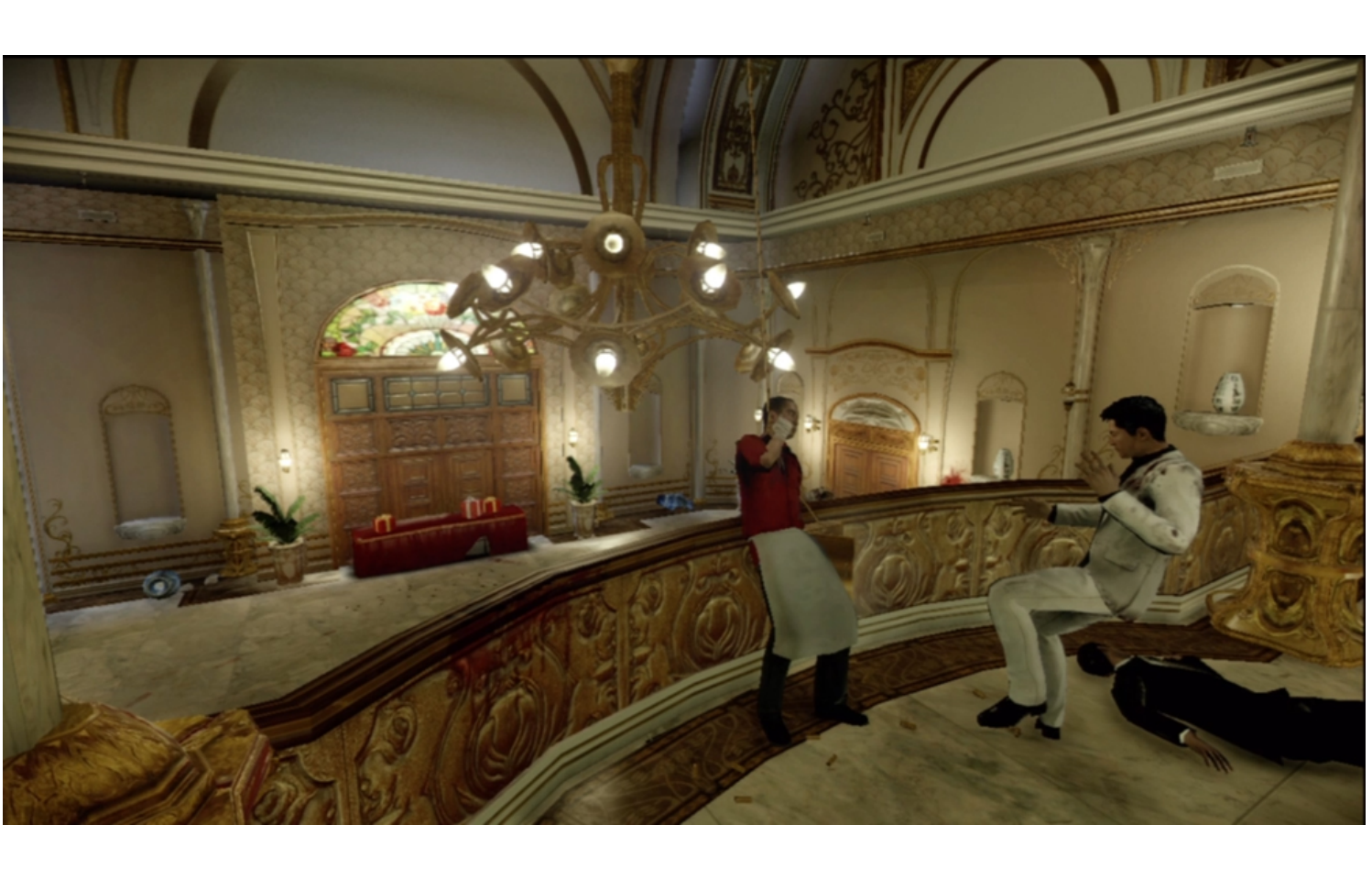


The mission actually starts at the Aspirazone, where Wei picks up his suit. Afterwards, drive to the banquet hall for the meet and greet.

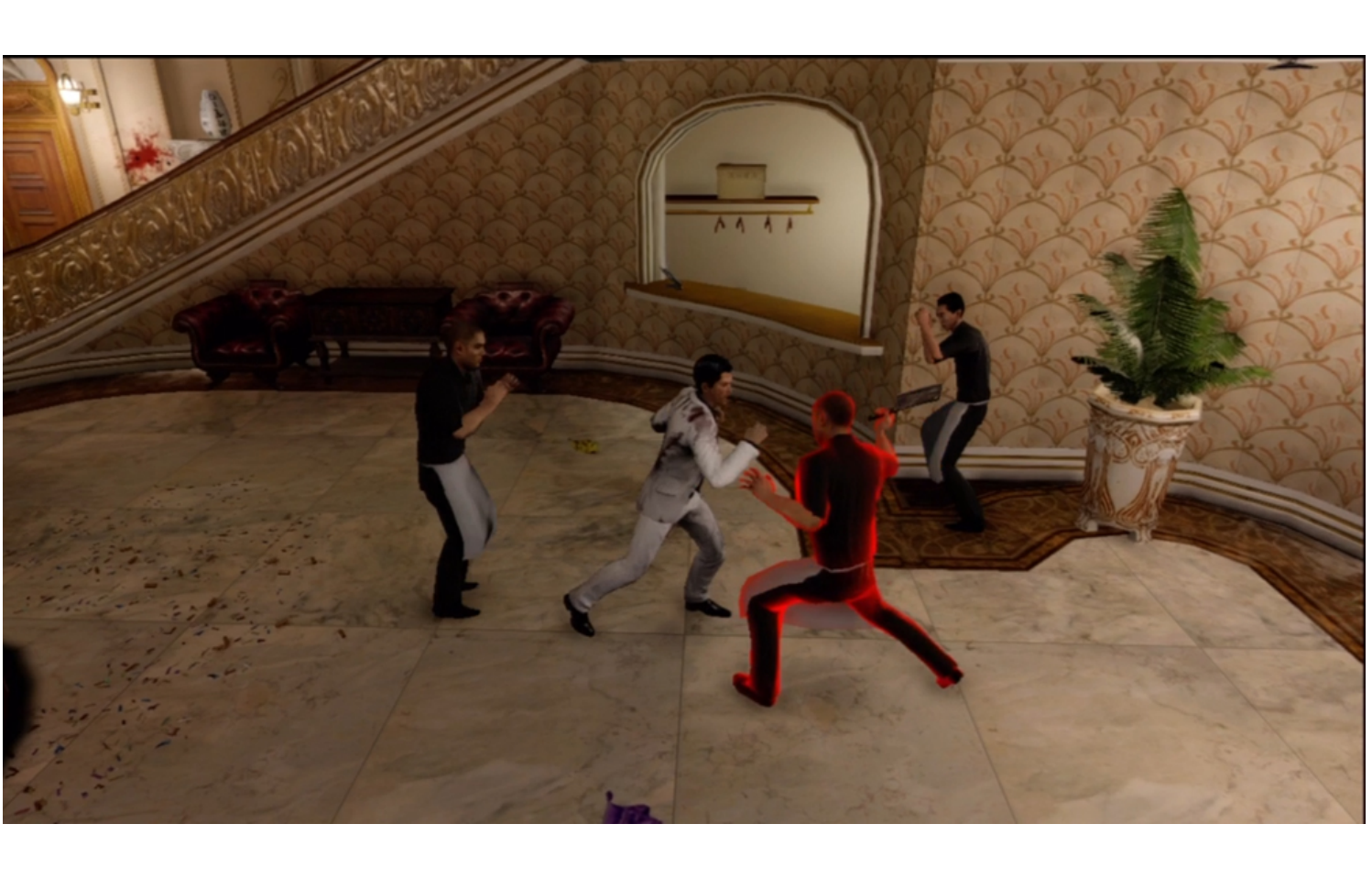
After Winston hands Wei the keys to his car, Wei makes his way to grab the wine case in the trunk. That is precisely when screams and gunshots can be heard. Jackie, arriving late to the wedding, is trying to get into the hall through the front door, but is unable to get in. Wei shouts for him to get help.



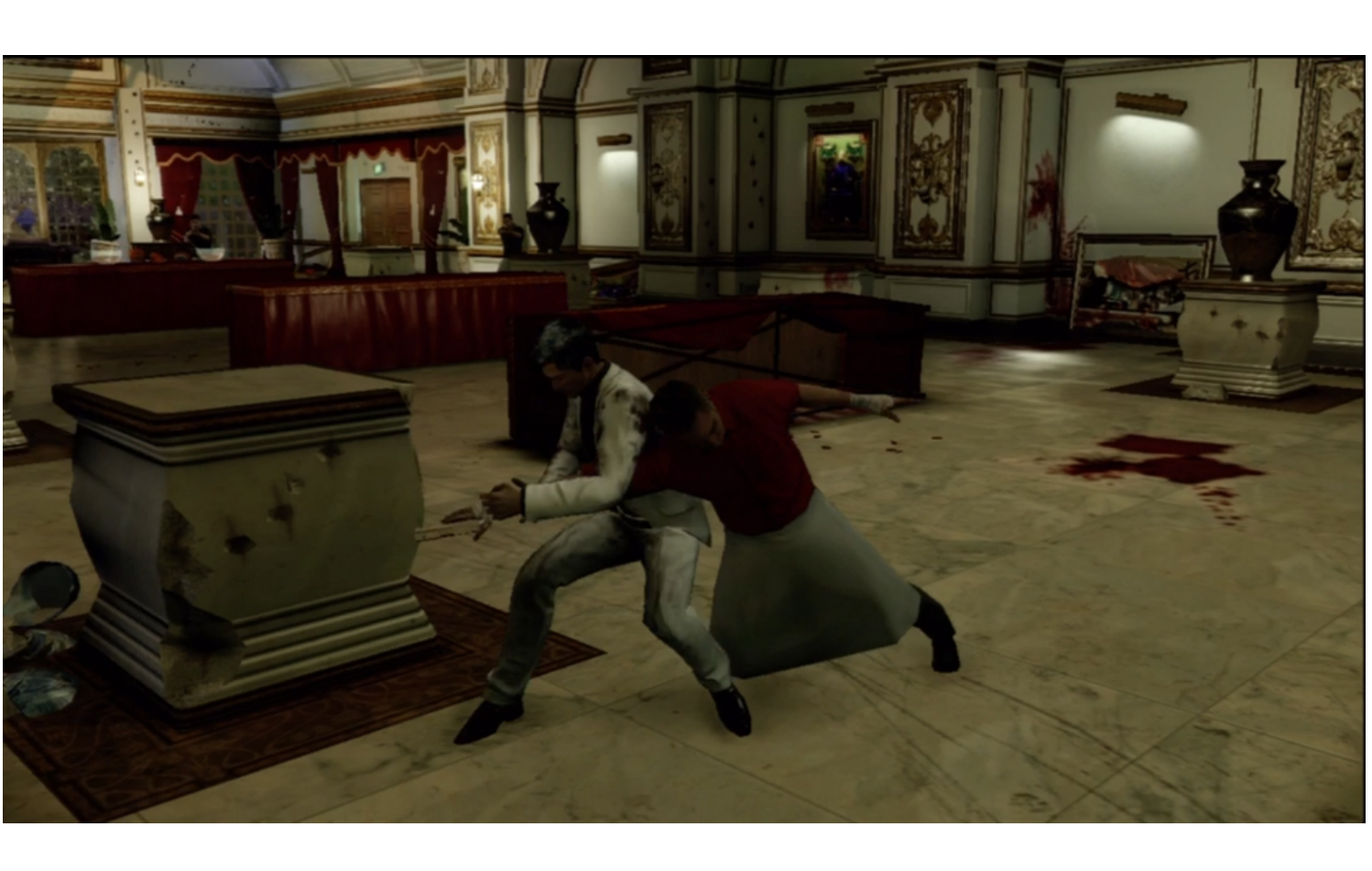
To get into the banquet hall, you need to climb up the nearby scaffolding to the roof of the building. Enter through the open window once you get up top, then go down the stairs into the hall.

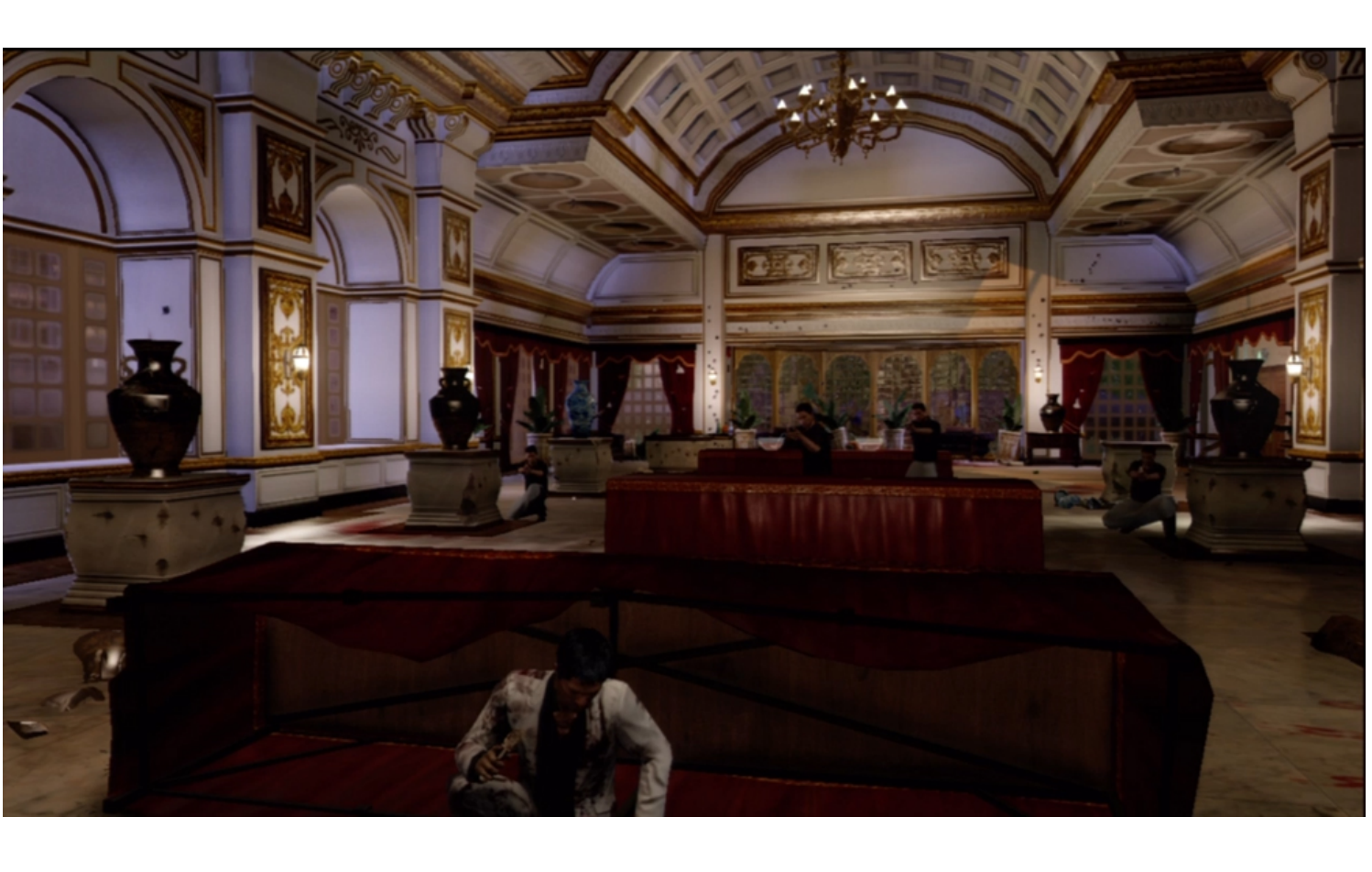


Members of the catering staff are apparently part of the chaos, and Wei encounters them beating the guests. Your first fight involves four gangsters—nothing too special. It's possible to toss them over the side of the balcony or down the stairs if you're positioned correctly. After beating them down, head downstairs.



Two Brawlers, one of whom is armed with a meat cleaver, along with a basic thug charge you as you arrive on the first floor. Make the armed Brawler a priority, then use his cleaver on the others. With them down, kick your way through the indicated door to the next room.

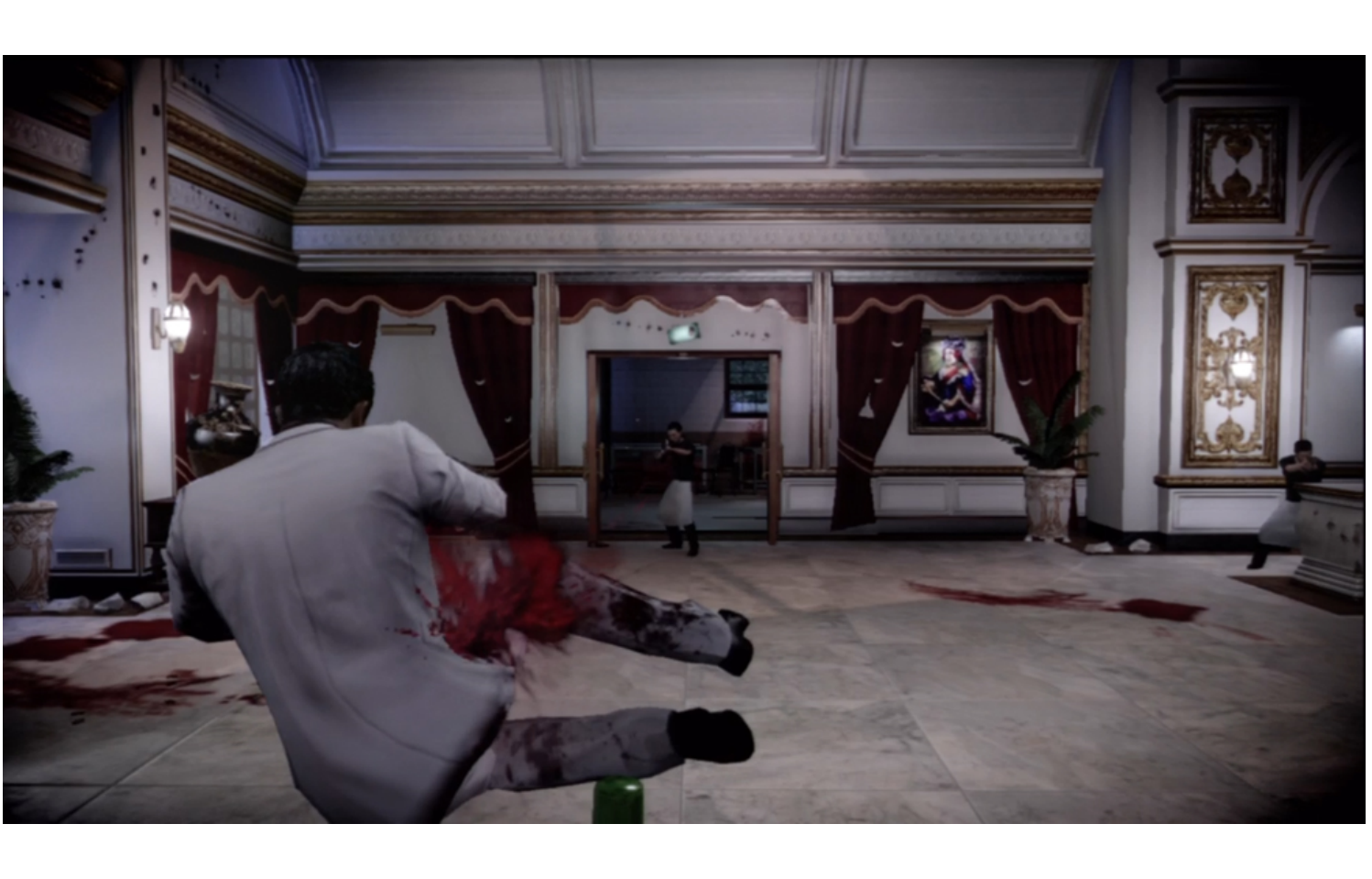




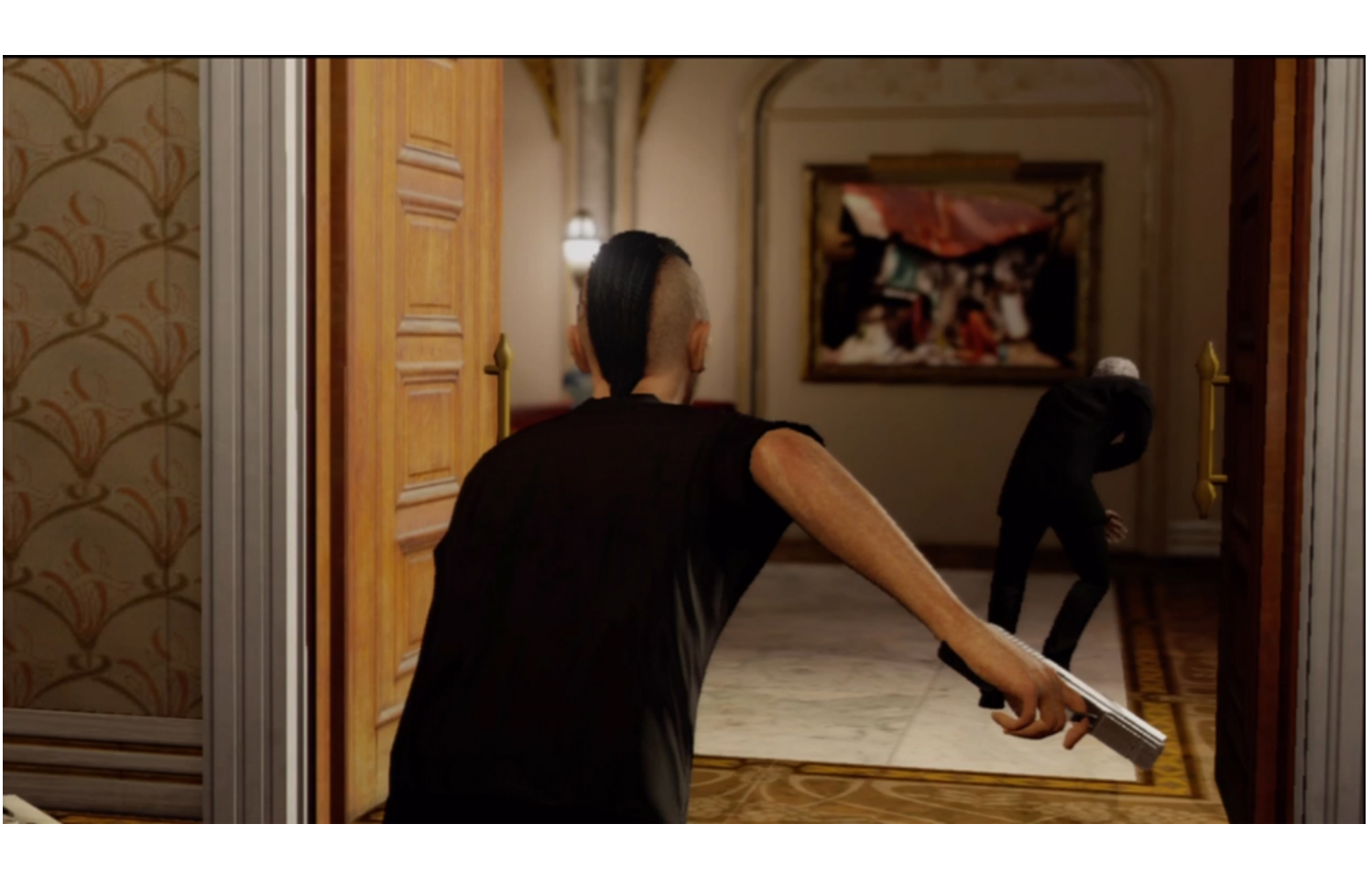
The gangsters on the other side of the door are armed with guns. Fortunately, the one closest to the door has his back turned. Disarm him, then take advantage of the momentary bullet time to cap the next closest caterer. A gunfight ensues here. Watch your background, and try to avoid shooting any live civilians in the area. Remember that enemies will be marked with red icons on your mini-map, as well as with icons over their heads. Use this to get a fix on enemy positions.

This room is filled with lots of available cover. Keep watching your flanks as you move forward and gun down the hitmen.

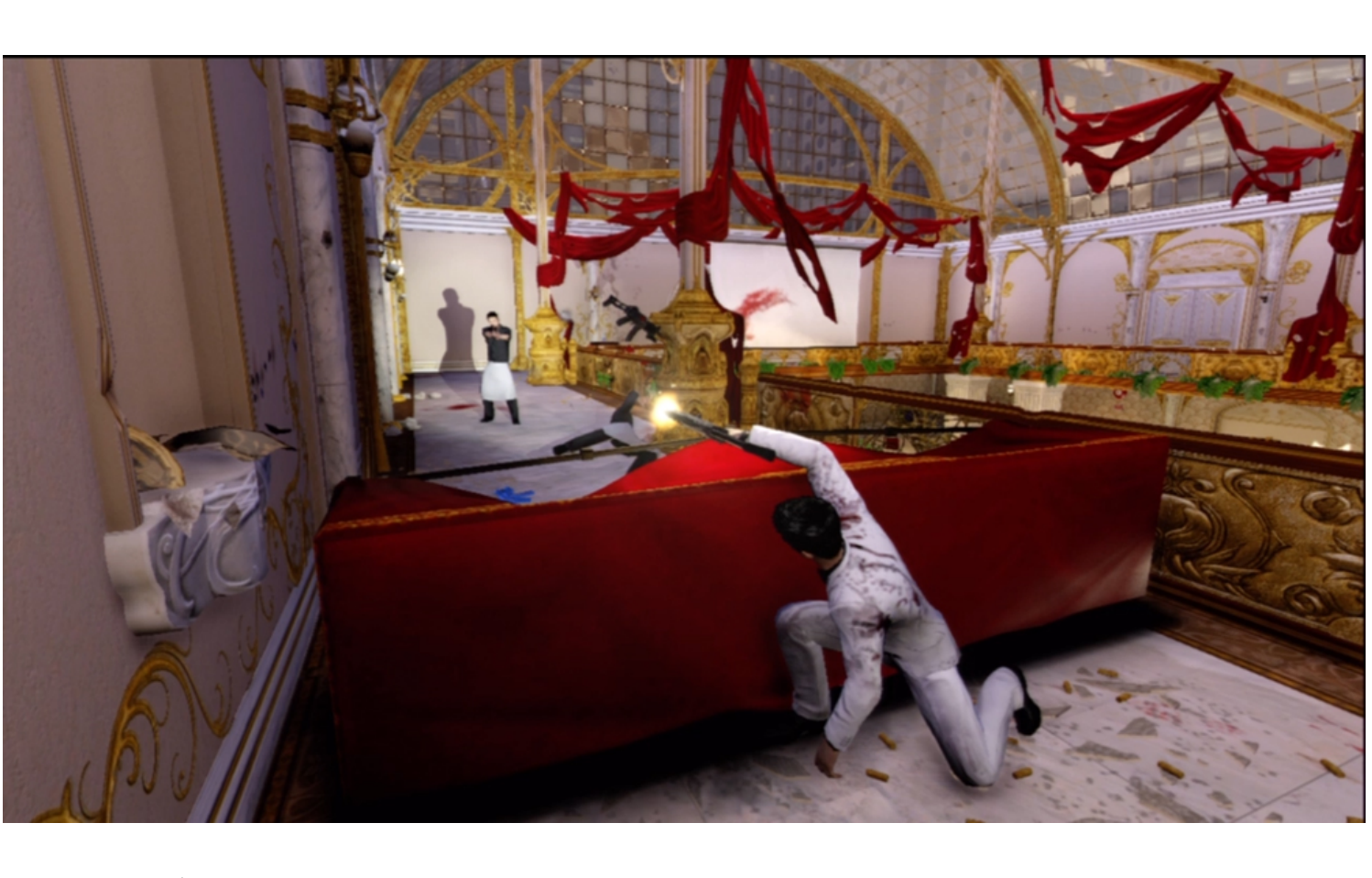
After clearing the room, you find Winston, bleeding out next to his fiance. He urges you to take Peggy away from here, saying she deserves better, and not knowing that she's already passed away from her own wounds, before he succumbs to his own.



More gunmen burst into the room, armed with submachine guns. Wei automatically takes cover behind a drink bar. Vault over cover with your pistol drawn and make sure you take down the men with the SMGs first, before taking on the pistol user. Switch for an SMG once they're dead, and move on to the hallway the men came from. It's clear, so if you've got health regeneration buffed, use this as a chance to fully recover before pushing forward.



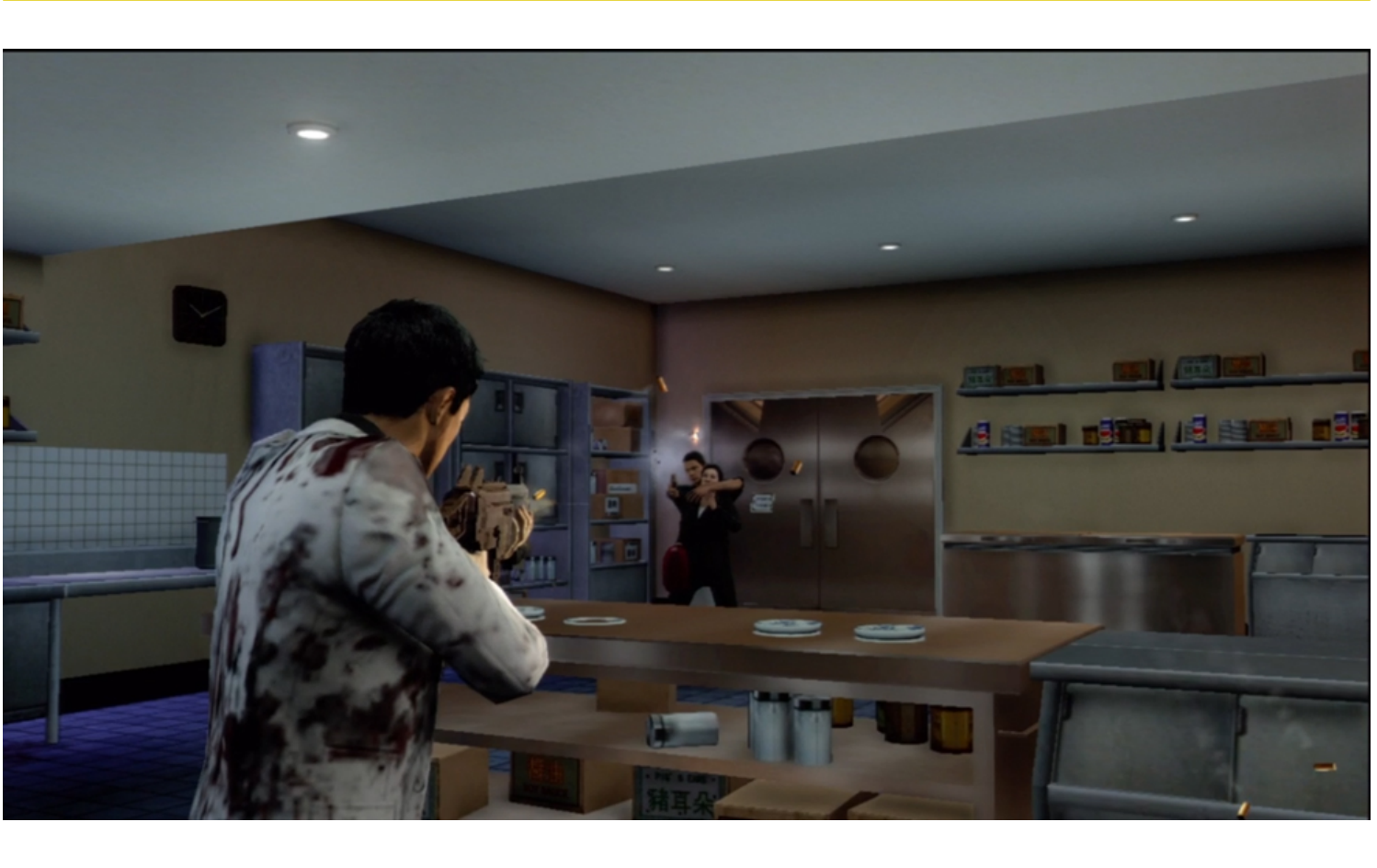
A short scene ensues, showing Uncle Po's bodyguard getting taken down, while Uncle Po takes a bullet to the shoulder. The older man manages to run off, with "caterers" in hot pursuit.

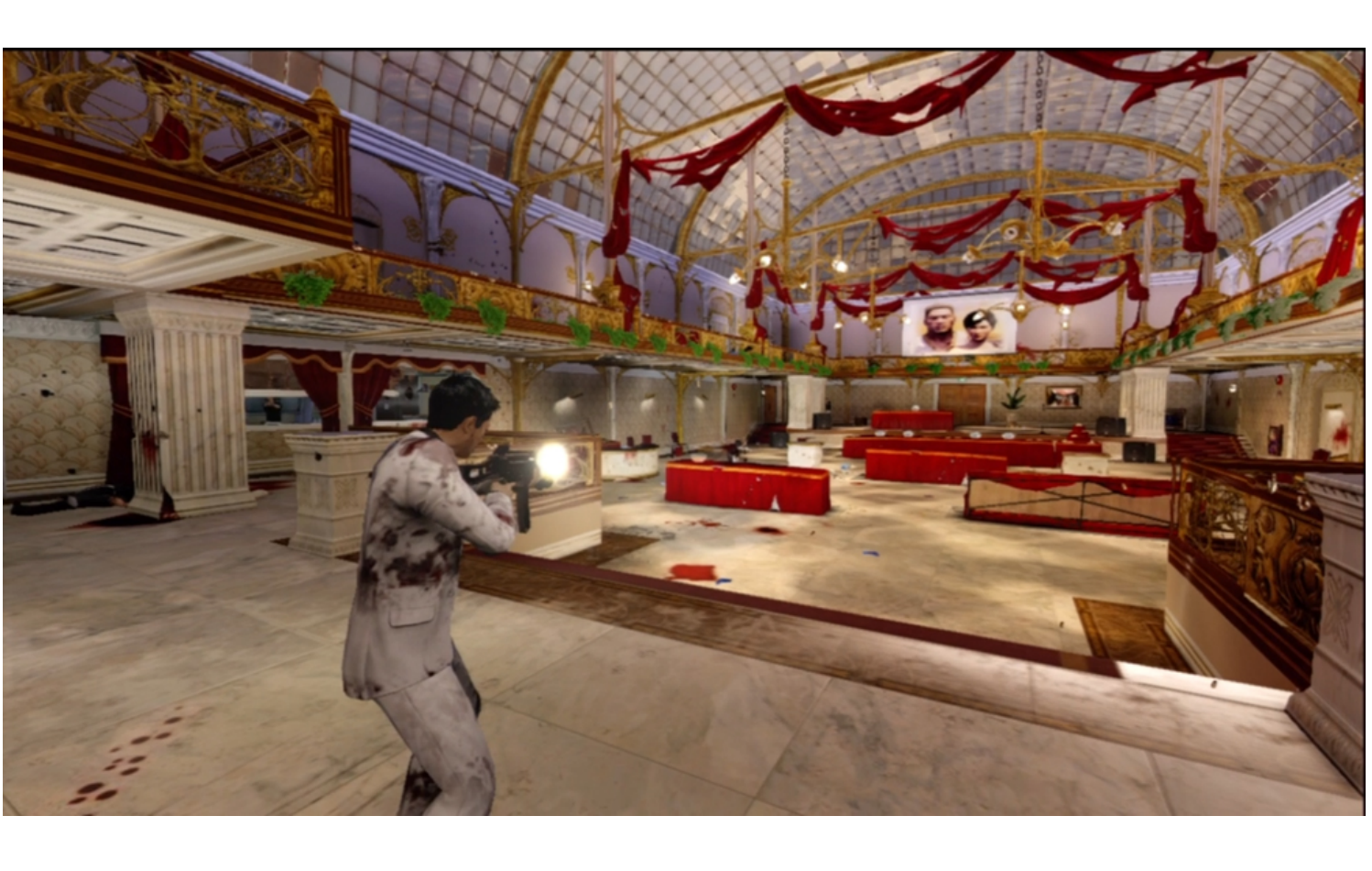


The balcony you're on is light on cover, and there are men with clear shots on you to your right the moment you regain control of Wei. Meanwhile, more gunmen are advancing directly at you from in front. Advance carefully and wipe out the men on the balcony. Then take the stairs down to the main hall.

Note

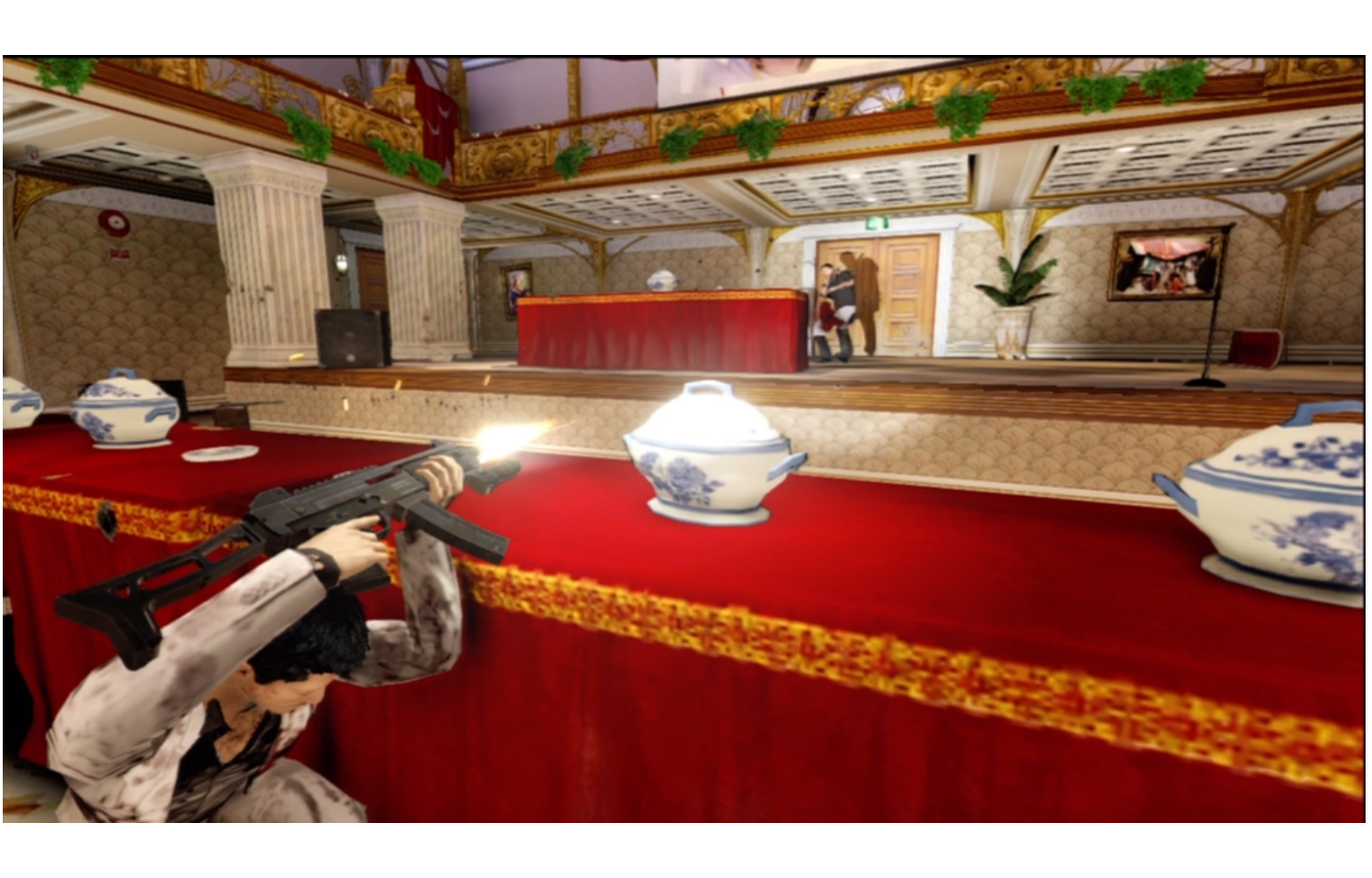
It's possible to leap down to the first floor right away and engage the gunmen who are downstairs, but this is not advisable if you haven't cleared out the balcony. You're just too exposed to far too many guns with this approach. A better approach would be to eliminate the men on the balconies, then use this superior position to put down a number of the enemies on the first floor. This will improve your survival odds.



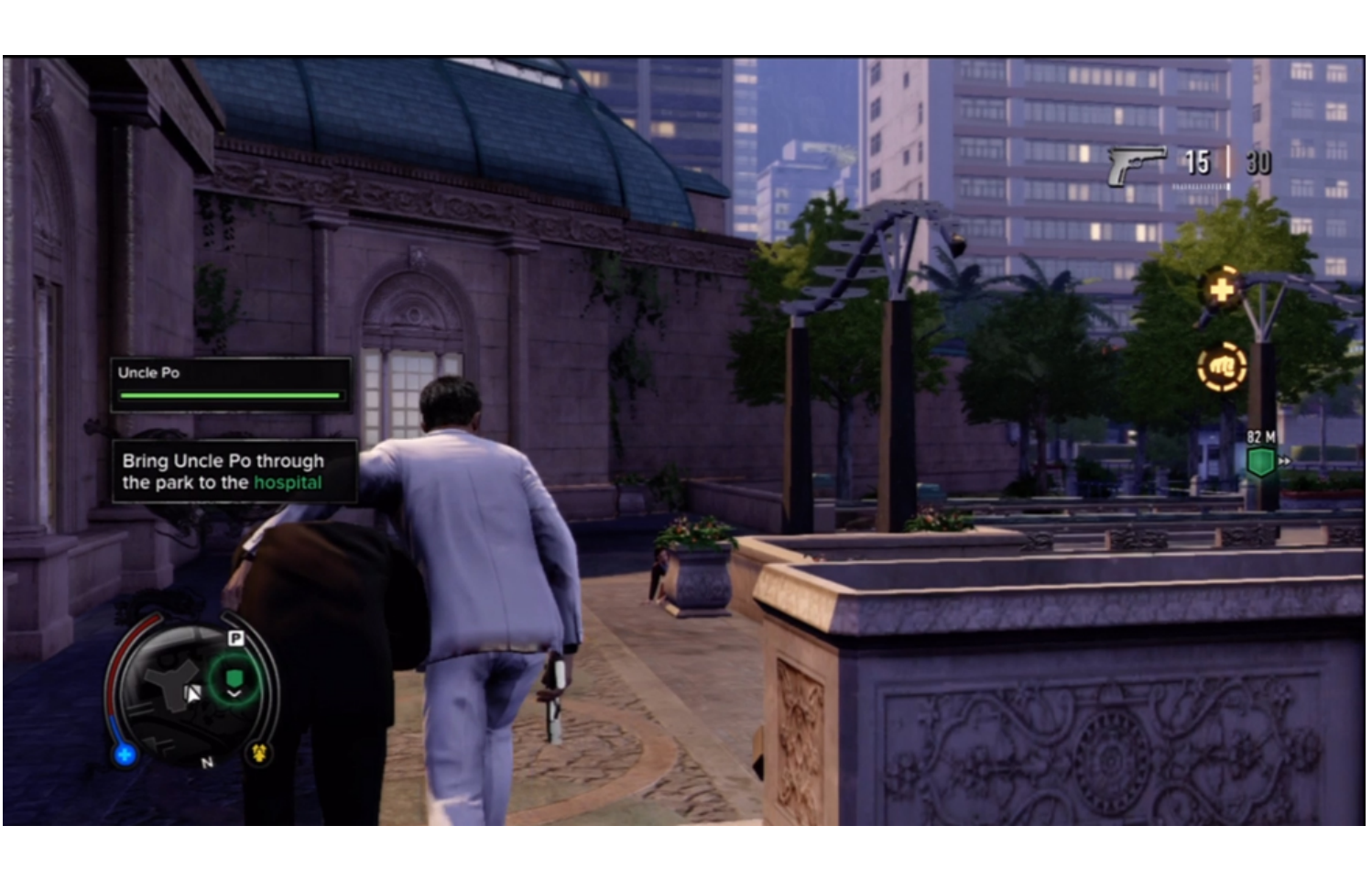


The battle in the first floor of the main hall is one of the tougher gun battles in the game, even if you cleared out a number of thugs from the top floor. The enemy has heavier firepower here in the form of full-blown assault rifles, and this can tear through Wei's health in a hurry. If you die here, you restart the firefight back on the second-floor balcony.

Complicating things, there are plenty of places for the enemy to flank Wei from, with lots of hard cover available to both sides. Use this to your advantage, and use the bullet time you get after vaulting over obstacles. Watch out for enemies hiding in the nearby kitchen; they have an immediate line of sight to where you enter the main hall. Give special attention to the goons wielding assault rifles.



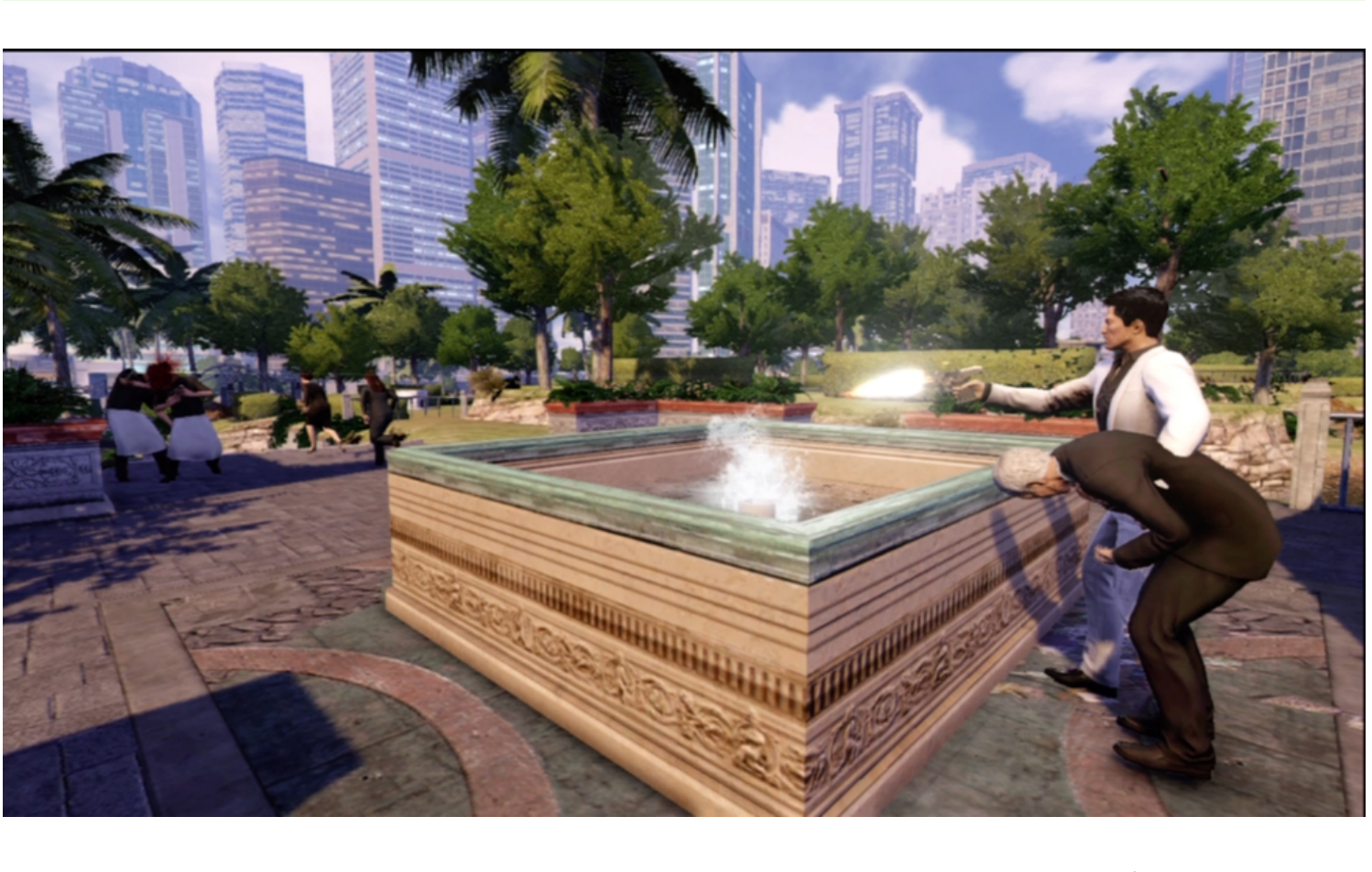
More gunmen enter the room to the left of the door that Uncle Po ran through. Be ready for their entrance and hose them down.



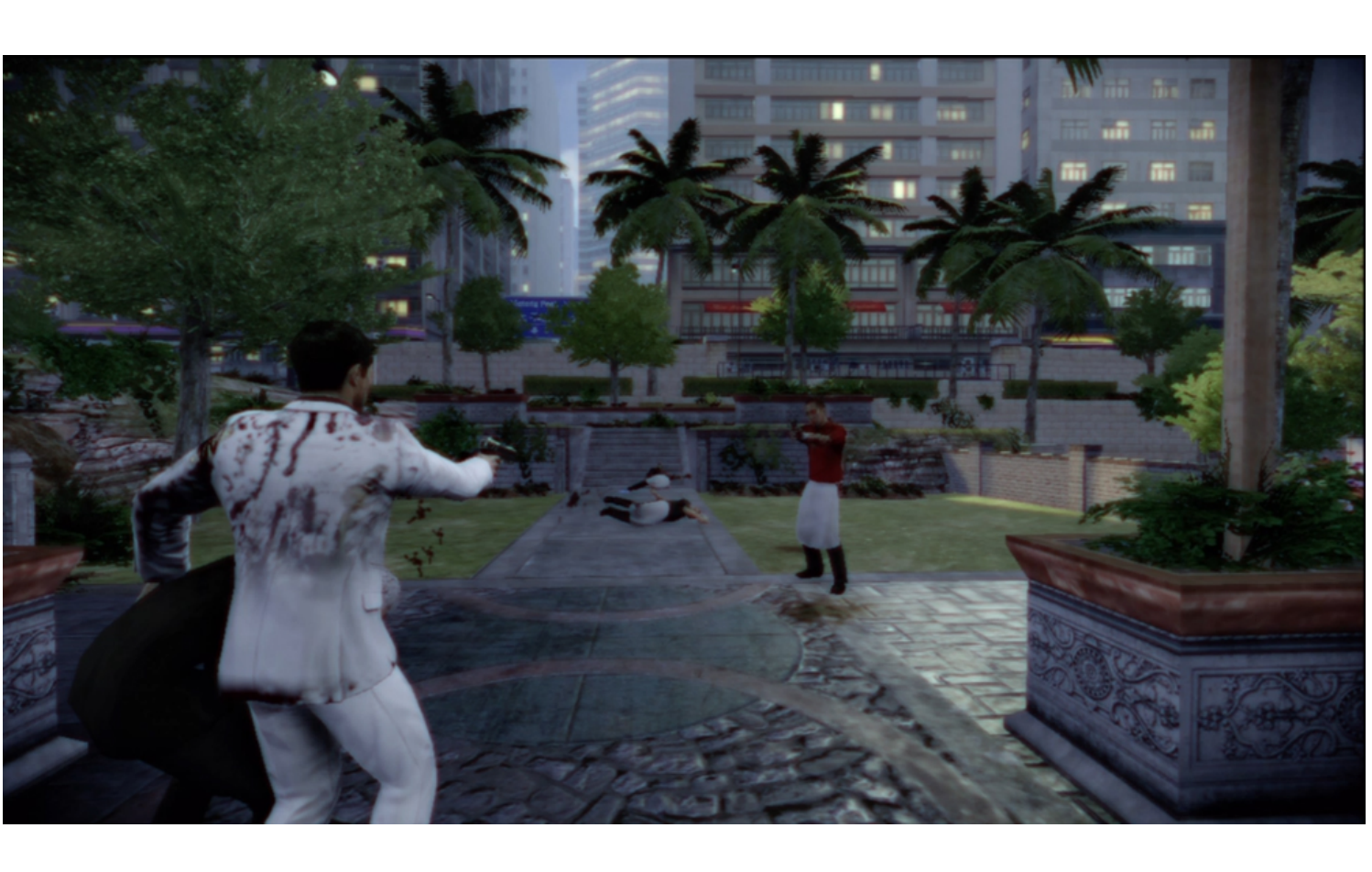
Breaking out of the banquet hall, Wei encounters Uncle Po, who is slowly but surely succumbing to his injuries. To help Uncle Po, stand next to him and use the Grab command when prompted. His overall health is displayed as a meter on screen, and it is constantly draining. You can't afford to sit still for very long. Keep moving forward, and be ready for more gunmen.

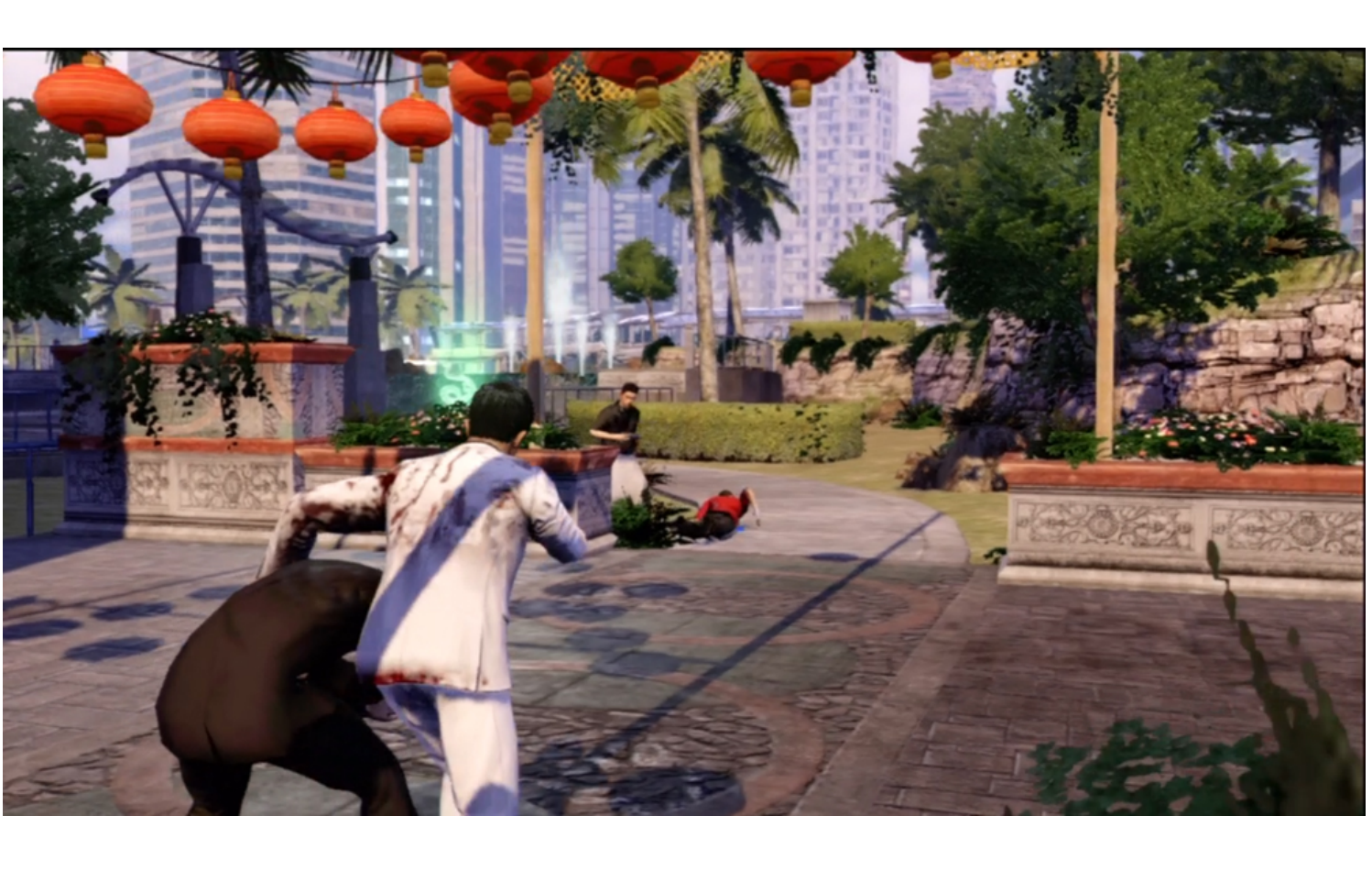
Tip

It is possible to sprint with Uncle Po. Do this between waves of attackers.

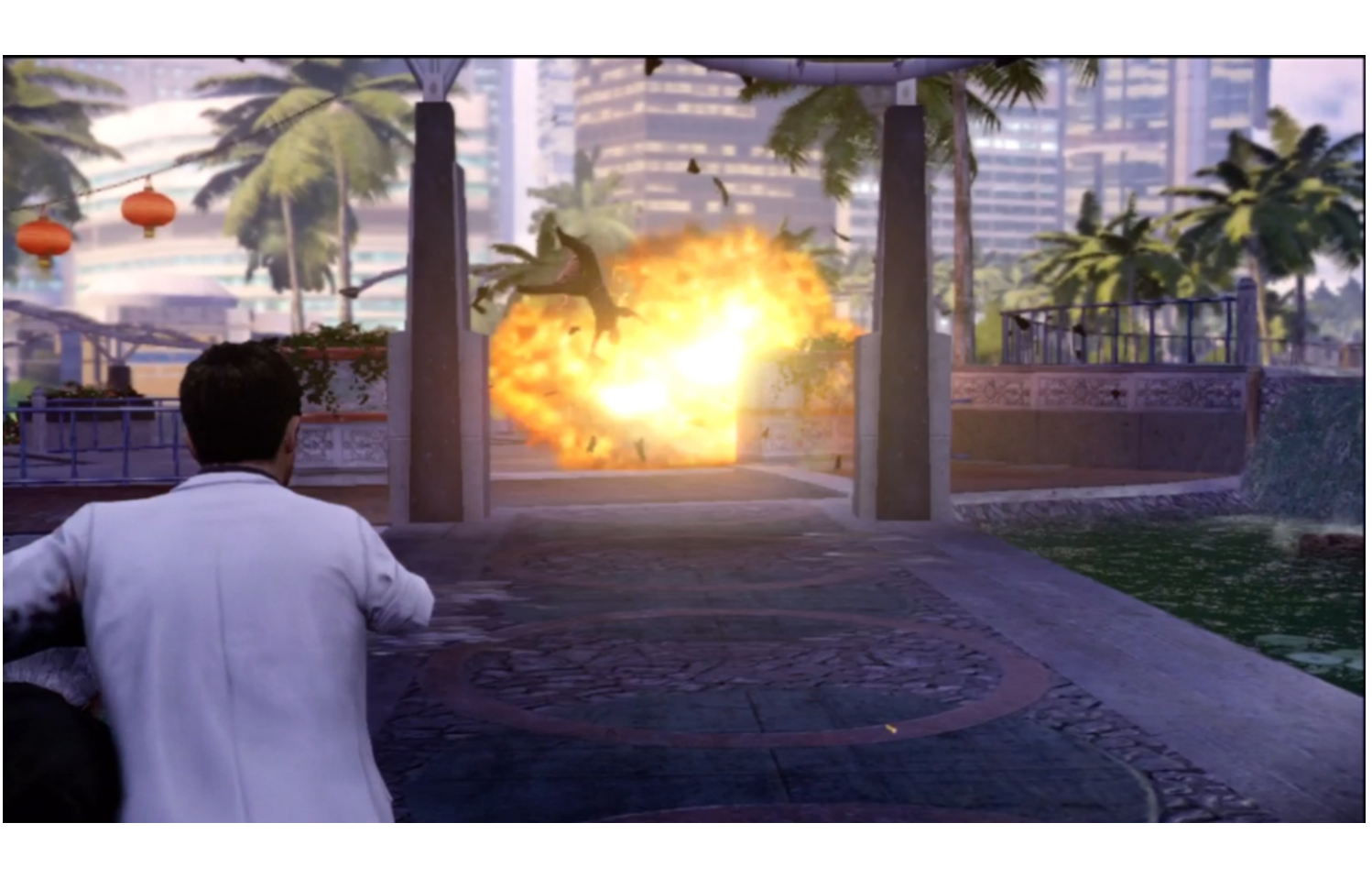


As you approach a water fountain, three more gunmen rush you from in front. Remember, even if you can't get headshots right away, shots to the body stagger enemies—and they aren't shooting you if they are staggering. After they are gunned down, press onward.





Three more gunmen ambush you in the gardens beyond the fountain. Let go of Uncle Po if necessary, and use Action Vault bullet time to bring them down. After this trio is dismissed, keep bringing Uncle Po forward. Around the next bend, another team of gunmen will attack. Beyond them is the next waypoint.



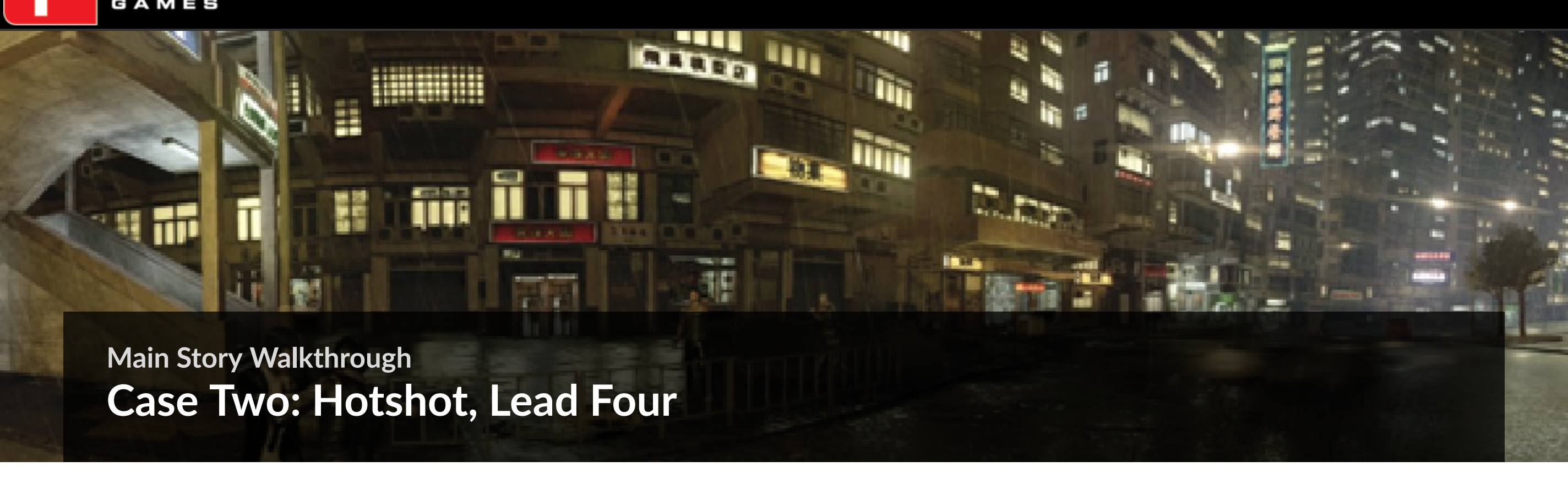
At the waypoint, you cross over a small bridge. More assassins charge you from the front, but they pass close to a food cart that has some convenient propane tanks that are just screaming to be shot at. This should take care of the new wave of killers, but make sure you pick off any survivors. This is final stretch! Head towards the last waypoint, where a number of men loyal to Uncle Po are holding the line against the assassins, giving you a chance to get the Chairman to the hospital.

An emotionally distressed Wei drags a dying Uncle Po to the hospital emergency room, demanding that he be seen immediately. Uncle Po is still aware enough to remind Wei that he should leave before the police show up. The irony is palpable.

Checking In

The meeting with Raymond after the incident goes somewhat better than the last. Sympathizing with Wei, Raymond says the situation would affect anyone. Wei isn't having the calm counsel. With Winston gone, Wei has taken his place. The Water Street Gang undoubtedly will be clamoring for vengeance once the wrongdoers have been found. Even Uncle Po, as he was being dragged out of the banquet hall, gasped his hatred towards the bastards who would strike a wedding.

War has begun and Wei insists on playing his part in order to bring down the Sun On Yee. Raymond isn't convinced that Wei hasn't flipped sides, if only for his emotional attachments, but the meeting ends before he can press the matter further.



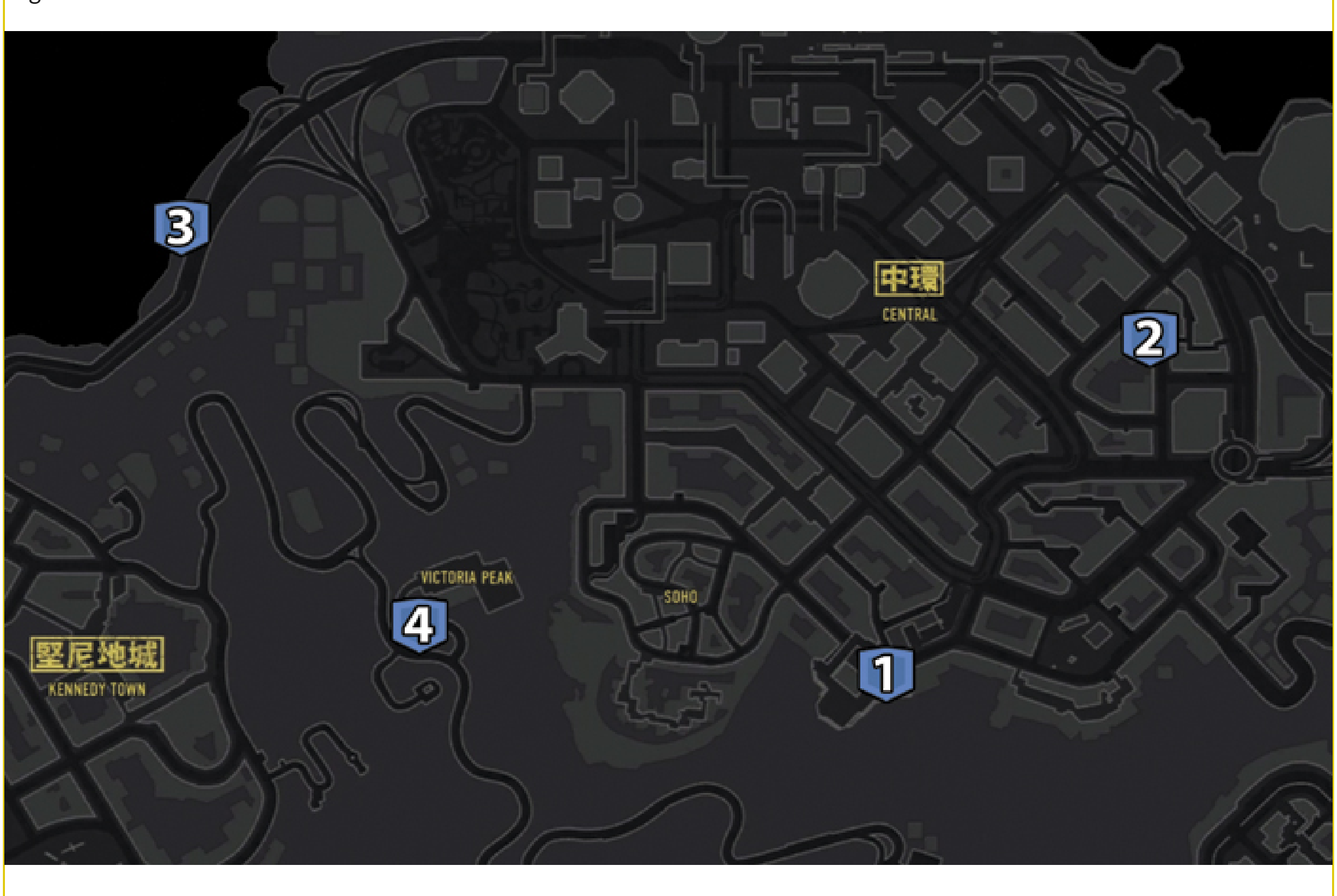
Main Story Walkthrough

Case Two: Hotshot, Lead Four

Preceding Missions: The Wedding (Main Story)

598m
Get to the center of the antennas to initiate a trace

Ace has offered to meet with Wei in regards to the Hotshot situation, but when Wei arrives at the meeting point, Ace isn't there. Instead, he gets a panicked phone call from Ace, who claims that Hotshot is trying to kill him. The line suddenly goes dead.



Click here for interactive maps

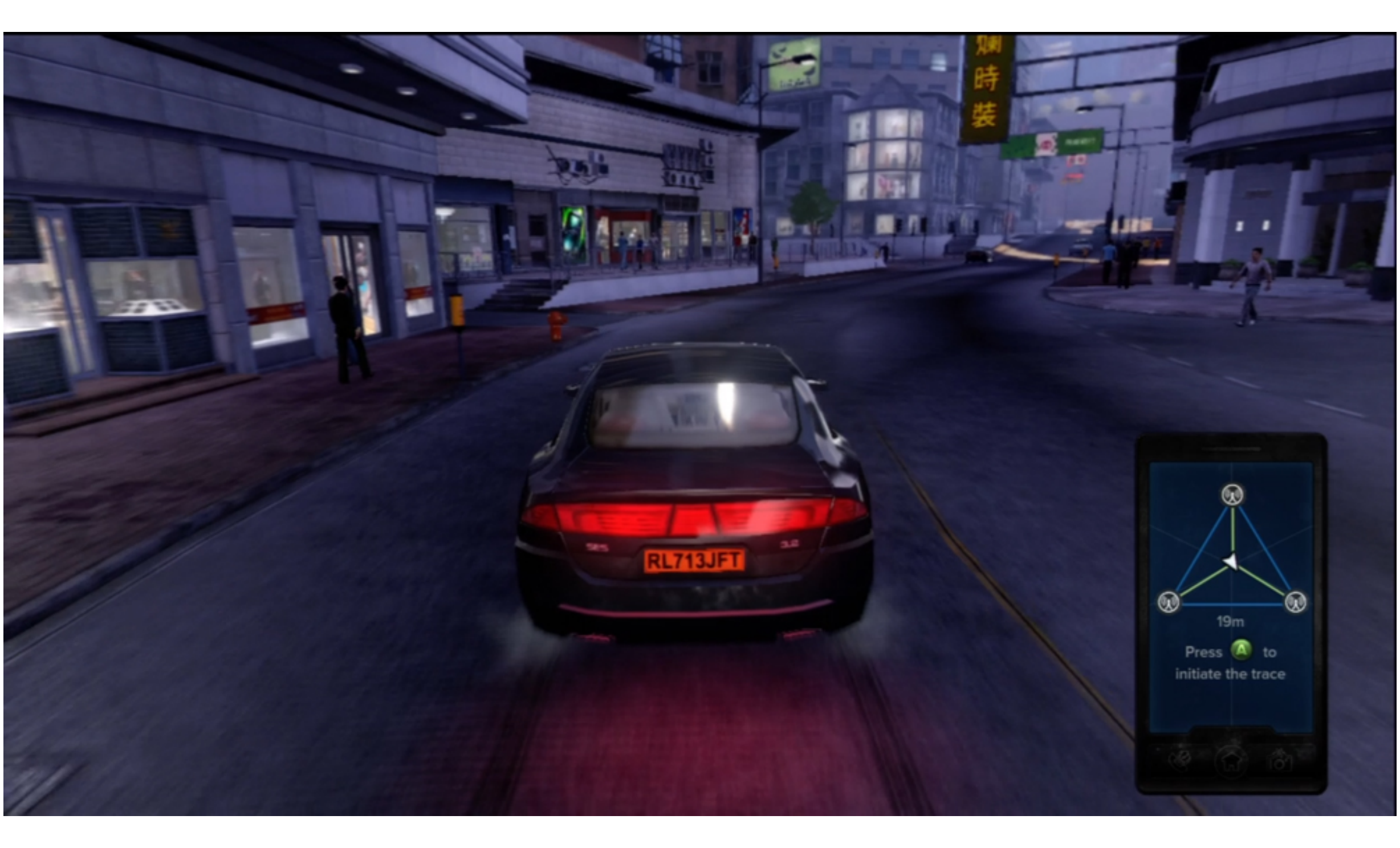
Mission Unlocks: Mrs. Chu's Revenge (Main Story), Meet the New Boss (Main Story)

Job and Minigame Unlocks: None

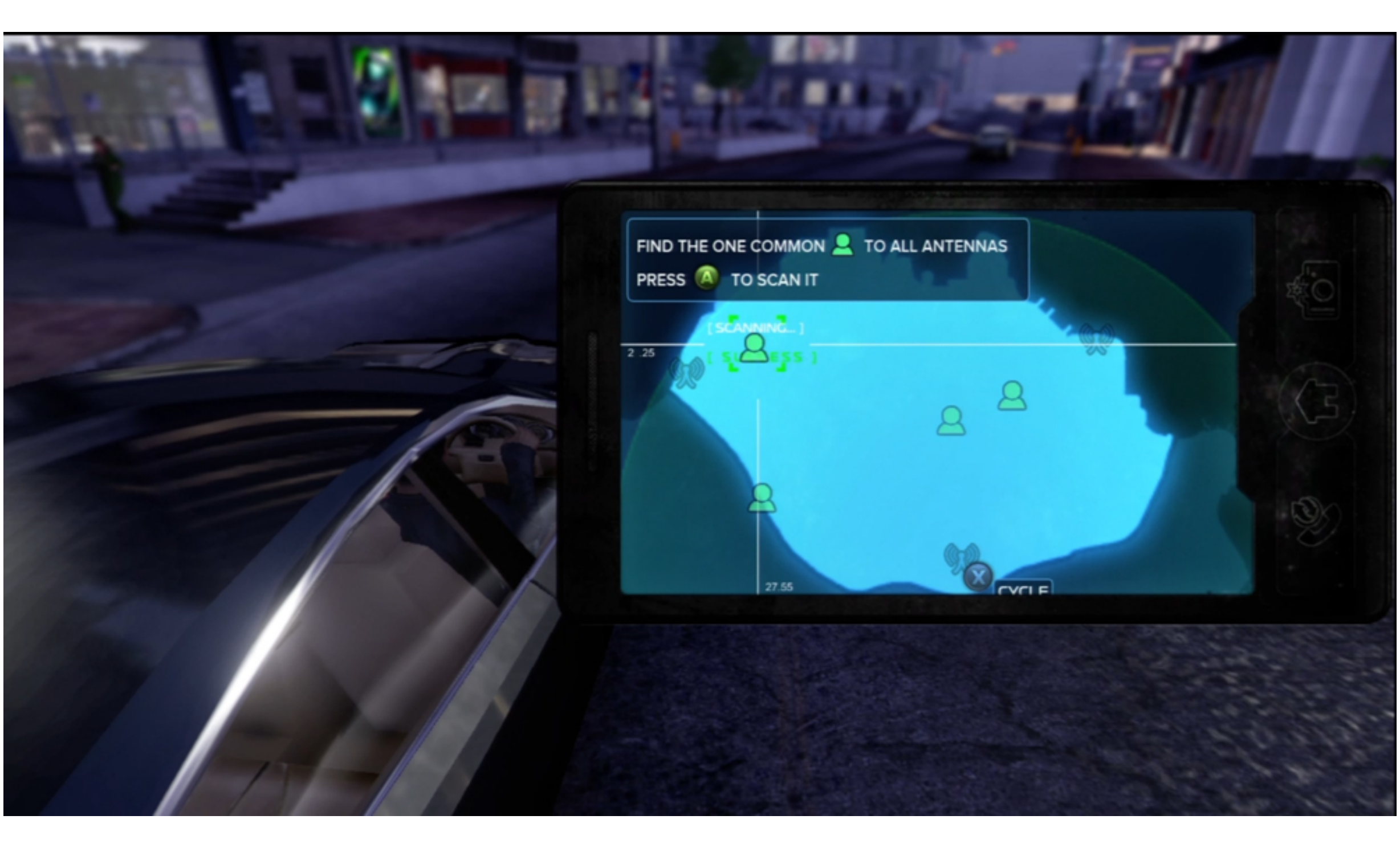
Event Unlocks: None

Favor Unlocks: Turn Losers Into Winners, Just a Little Driving

Rewards: HK $1200 (Part Four), SCOUNDREL CI File, CI Report: Triad Affiliate Wei Shen

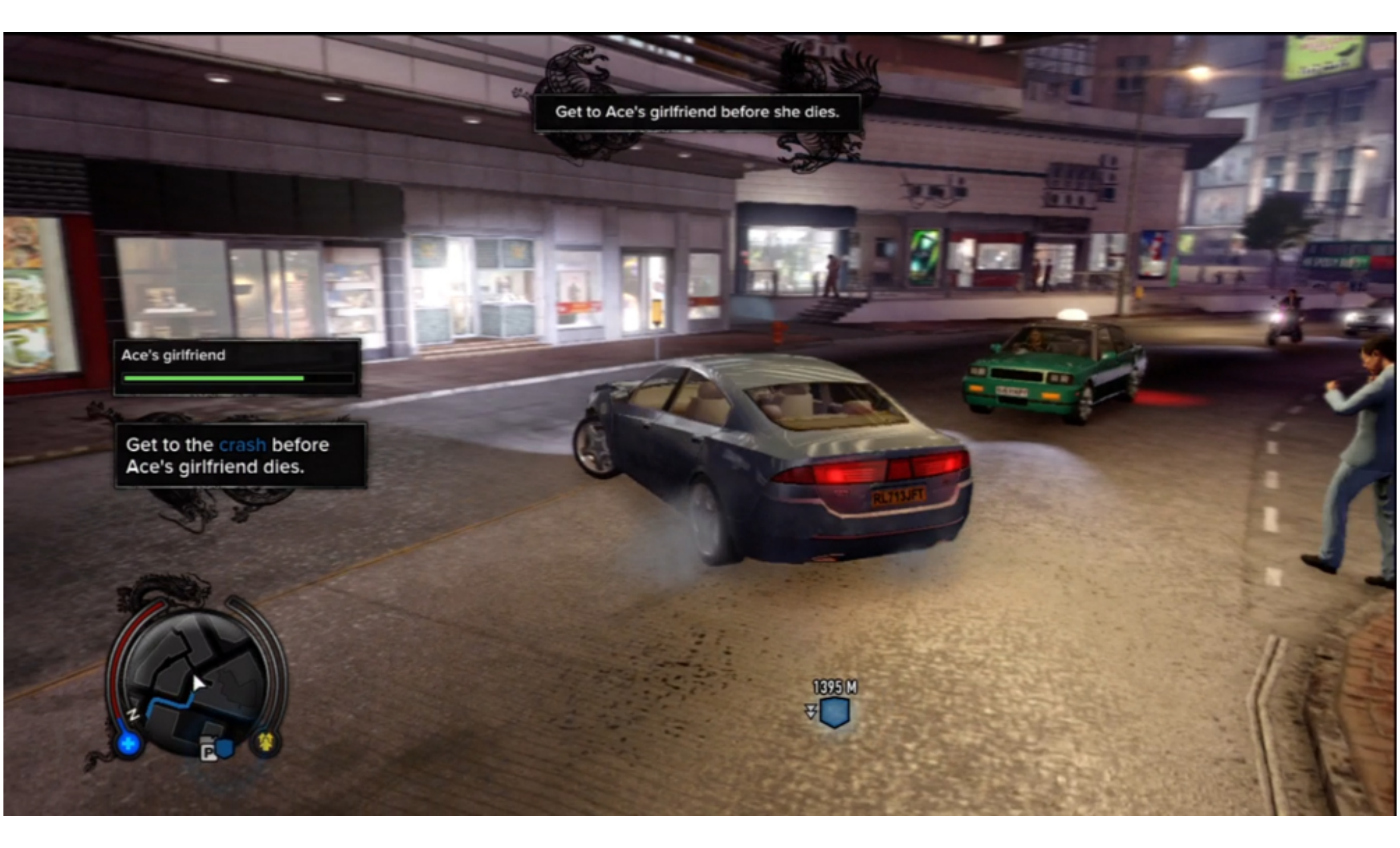


Time is short. You need to triangulate where the call from Ace was made, and then get out there ASAP. Thankfully, there's an app for that. The smartphone switches to triangulation mode, showing you the location of three cell phone towers in the city, and your position relative to them. Your job is to get to the center of the space between the three towers. Once at that location, initiate the trace.



The phone now switches to another part of triangulation mode. The four areas of the city are displayed. Scan Central to call up Ace.

You reach his girlfriend Crystal, who is very distraught. Ace has died in the accident, and she is bleeding badly herself. During this frantic call, you need to cycle between the three main towers on the display, looking for a green flashing antenna that is common to all three. Once you locate it, scan it in order to pinpoint where Ace's phone is currently at. With the location found, Wei assures Crystal he is on the way.


Get to Ace's girlfriend before she dies.
Ace's girlfriend
Get to the crash before Ace's girlfriend dies.
1395 M

This is a different race against time. Crystal's health is displayed as a slowly emptying meter on the left side of the screen. You need to drive out to her before it empties and your only witness dies. On the way there, Hotshot texts you, insisting that now is the time to finish this rivalry. You will find Ace's car on the beach dozens of feet below the waypoint on the highway. Take the stairs down to Crystal and get her talking.

During a brief flashback, Crystal says that Hotshot deliberately ran Ace through the guardrail to take him down. An ambulance is already on the way for her, but there's nothing to be done for Ace. As you leave, you need to make sure you get a picture of Ace's car. Next, call Inspector Teng to give her an update.

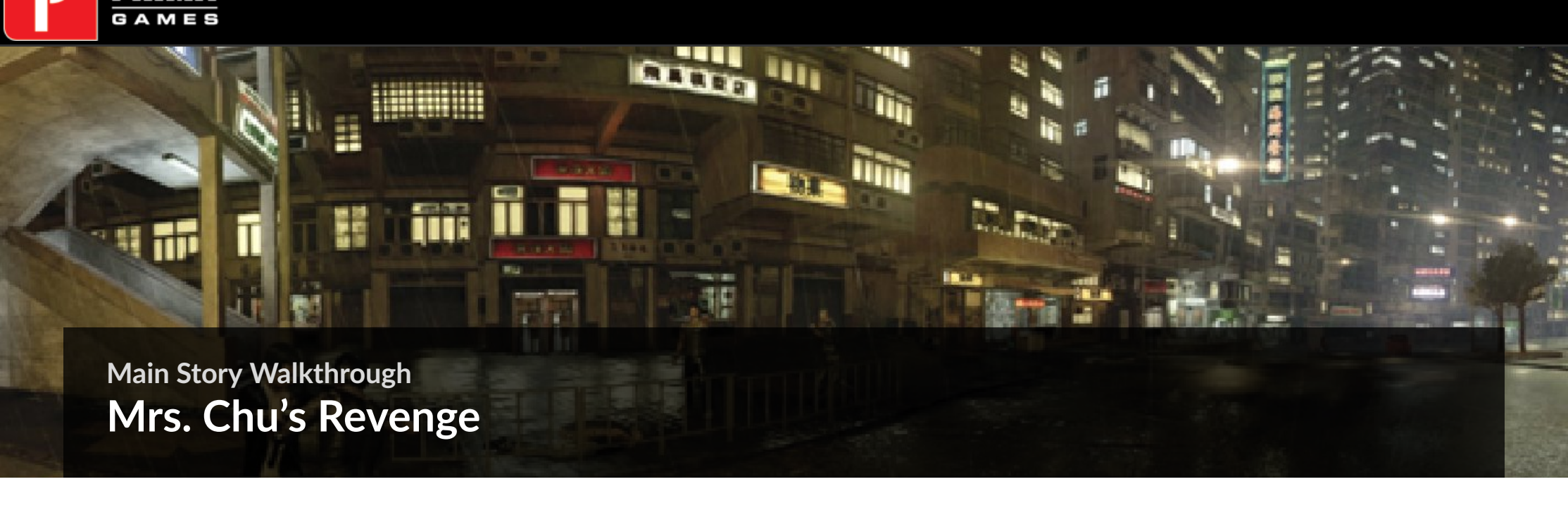
It's unfortunate that Ace died before Wei could warn him, but there's still a chance to bring down Hotshot. Wei informs Teng that he will challenge Hotshot to a race, and that this is the perfect chance to catch Hotshot. He will go meet the cocky racer and drive him straight into a police blockade. Text the challenge to Hotshot.

Hotshot waits for Wei at Victoria Peak. The race will take place down the length of the peak's winding road. Ensure you're in the fastest car you can find, even stealing one if you must, and then go challenge the murderer.

Hotshot cheats even at the start of the race, leaving the start line at "3". Don't worry about winning or staying ahead of him for now, just keep him in sight. If he gets too far ahead, you fail the mission. Hotshot is a lot of things, but he's also a good driver, and he's in a fast car to boot. If you're having trouble keeping up with him, keep an eye out on the GPS for shortcuts you can take. This race demands solid driving skill, as there are many hairpin turns that can slow you down badly if you take them too fast or from the wrong angle.

At the bottom of the mountain, the police have set up a barricade that Hotshot blows right through. This begins a three-way duel between you, Hotshot, and the police. Keep tailing Hotshot as close as you can. He will try to make a break for the highways once more. Use Ram Attacks to disable his vehicle. Once Hotshot is out of the race, you still need to escape from the HKPD.

Once you escape, you're rewarded for completing the initial objective. After calling Inspector Teng, you find out that the police have bagged Hotshot and have him booked for murder. After the call, you earn another cash reward, and the Hotshot file is officially closed!



Main Story Walkthrough

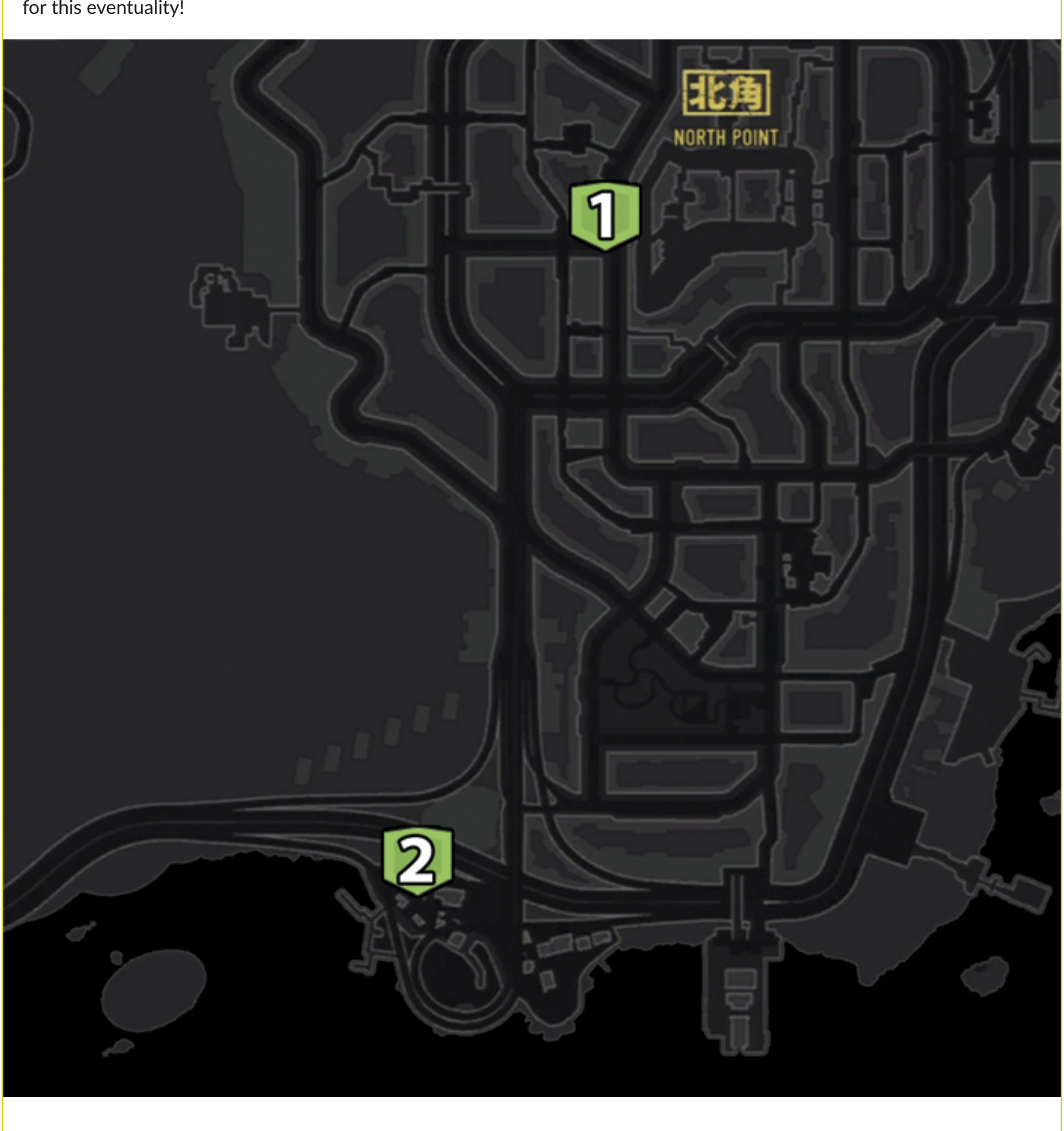
Mrs. Chu's Revenge

Preceding Missions: Hotshot, Lead 4 (Case 2)

The aftermath of the wedding massacre has hit the Water Street Gang hard, but perhaps no one has been hit harder than Mrs. Chu. Sitting alone in the Golden Koi's kitchen, she has prepared a meal that she will never eat with her son. Wei attempts to comfort the grieving mother. He got a good look at one of the gunmen who escaped, and he promises to find them and make them say who is responsible for the attack.

Looking up from an old picture of Winston, she insists that Wei bring this perpetrator to her.

Like with the wedding, expect some fireworks when you finally catch up to your target. Take the time to properly prepare for this eventuality!



Click here for interactive maps

Mission Unlocks: Meet the New Boss (Main Story)

Job and Minigame Unlocks: None

Event Unlocks: None

Favor Unlocks: Convoy Intercept, Safe Delivery

Rewards: HK $5000, SFPD IA Report: Shooting of 6/2010

After leaving Mrs. Chu, call up Ricky. Wei will ask for Johnny Ratface's number. He's warned by Ricky that employing Ratface for any work is nowhere near good for the soul, but the concerns are merely noted. After the call, the smartphone switches to triangulation mode. Get a vehicle, get to the center of the cell tower network, and call up Ratface. After you trace the call, his hangout will be marked on the map: a shipping center by the freeway leading to Aberdeen.

Once you arrive, you see Ratface trying to convince a girl to get into the porn business (and you get to see why he's earned the name "Ratface"). After she stalks off, begin tailing Ratface deeper into the docks.

You encounter five thugs pushing along some "merchandise". As soon as they see Wei they charge at him. Focus on disarming the one with a lead pipe first, then go to town on the rest. By now, a mere five to one disadvantage probably seems like a walk in the park on a sunny day.

There are some creative environmental kills here, such as dropping an engine block on top of a screaming thug. After the fight is ended, move on to the next waypoint.

If you take your time before entering the boathouse, you can overhear the goons chatting about their work here. After you bust in through one of the open windows, they drop what they're doing to get a piece of Wei. One of the three guys here is armed with a knife, so make sure you're keeping a close eye on his position at all times until he's no longer a factor.

With the boathouse thugs out of commission, you're very close to Johnny Ratface. As you climb the stairs leading out of the boathouse, you're spotted by him, as well as a few of his guards, all of whom are armed with guns. The closest thug is behind a piece of cover you can Action Vault over to tackle and disarm him. Do this right away, then immediately find some cover.

After taking out the three gunmen, pursue Ratface into the next warehouse.

Tip

As always in a gun battle, watch your flanks. There's a lot of pieces of cover that the enemy will use to try and leapfrog to your sides. If you're caught in a crossfire, the battle may very well be over.

Your next objective is to fight your way to Ratface without hurting or killing him. Granted, the small army of guards in the warehouse will make this difficult. Don't get too aggressive pushing forward in the warehouse, as it's quite easy to miss a thug while rushing forward and start taking fire from the sides. Some of the gunmen are packing SMGs, so give special attention to them.

After fighting your way through the warehouse, you're back outside. A few more gunmen attack you on the ground, while another SMG thug tries to snipe at you from a balcony. His defensive cover is a piece of plywood, so make sure he understands how much of a mistake that is.

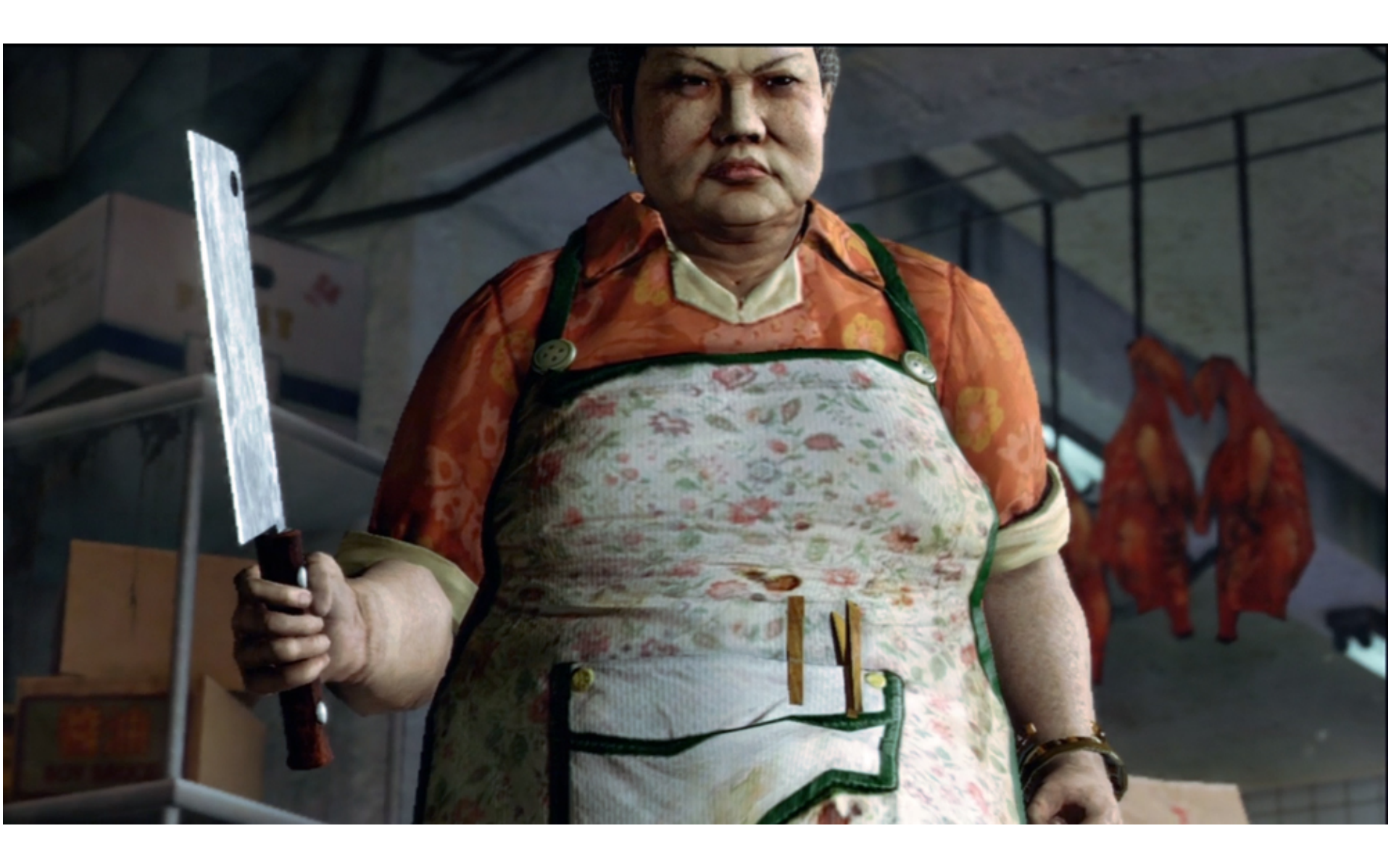
Ratface runs into another warehouse, just past a car lying out in the open, with a pair of gunmen using it for cover. To the upper right of the warehouse entrance is another SMG thug using plywood for cover on a balcony. The car itself is your only cover this close to the warehouse, but don't dawdle behind it for too long. Too much sustained gunfire will blow it, and Wei, to pieces.

Push past this last group of guards and run into the warehouse, just in time to see Ratface climb into a car to make his escape. He leaves behind a motorcycle for Wei to give pursuit. A small army of backup arrives to try and keep you away from Ratface, but you're now armed with an SMG. Gun for the tires and do your best to avoid hitting civilians.

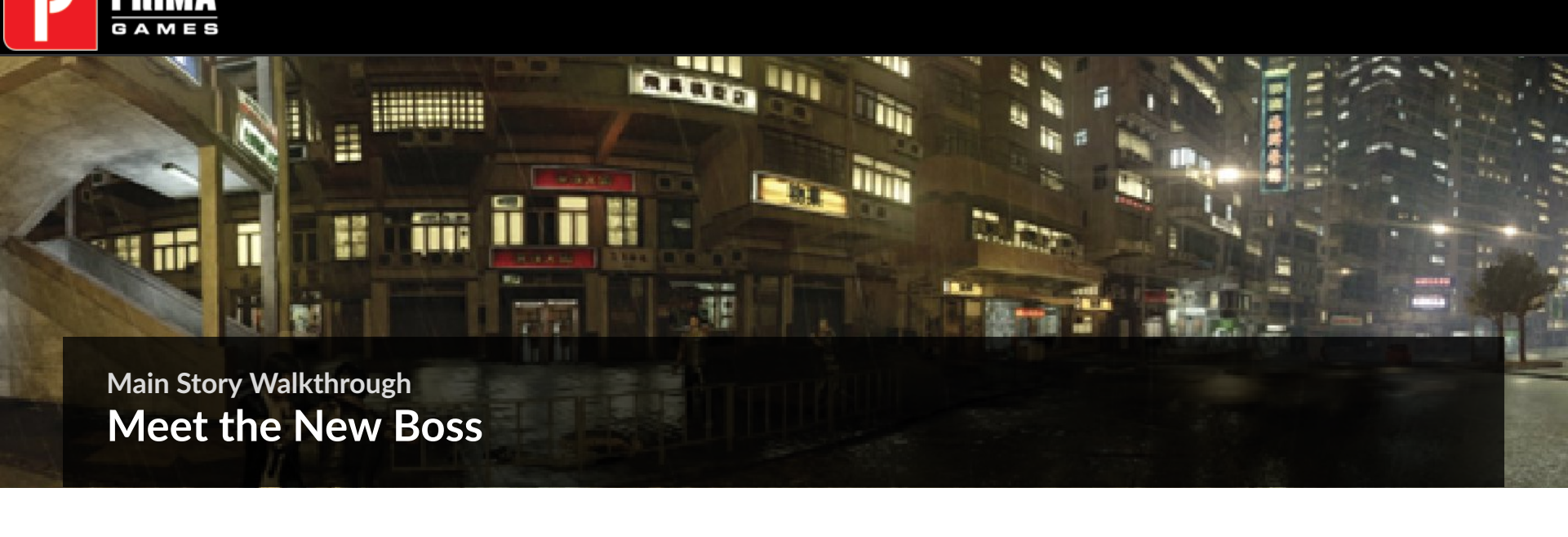
Tip

Being on a motorcycle has the disadvantage of being completely exposed to gunfire, as well as any explosions from cars or motorcycles you destroy. Be sure to swerve clear of any cars whose tires you pop. The ensuing blast can throw Wei off course, if not injure or kill him.

After breaking through his private army, Action Hijack Ratface's car as soon as you're prompted, and then take him back to the Golden Koi in order to complete the mission. For just having his entire gang slaughtered, Ratface seems convinced that his powerful friends will make short work of Wei.



At the Golden Koi, Mrs. Chu quickly disowns him of that attitude, along with other unnecessary parts of his body. Her vengeance has only begun, and Wei begins to have trouble sleeping soundly over what he's enabled.



Main Story Walkthrough

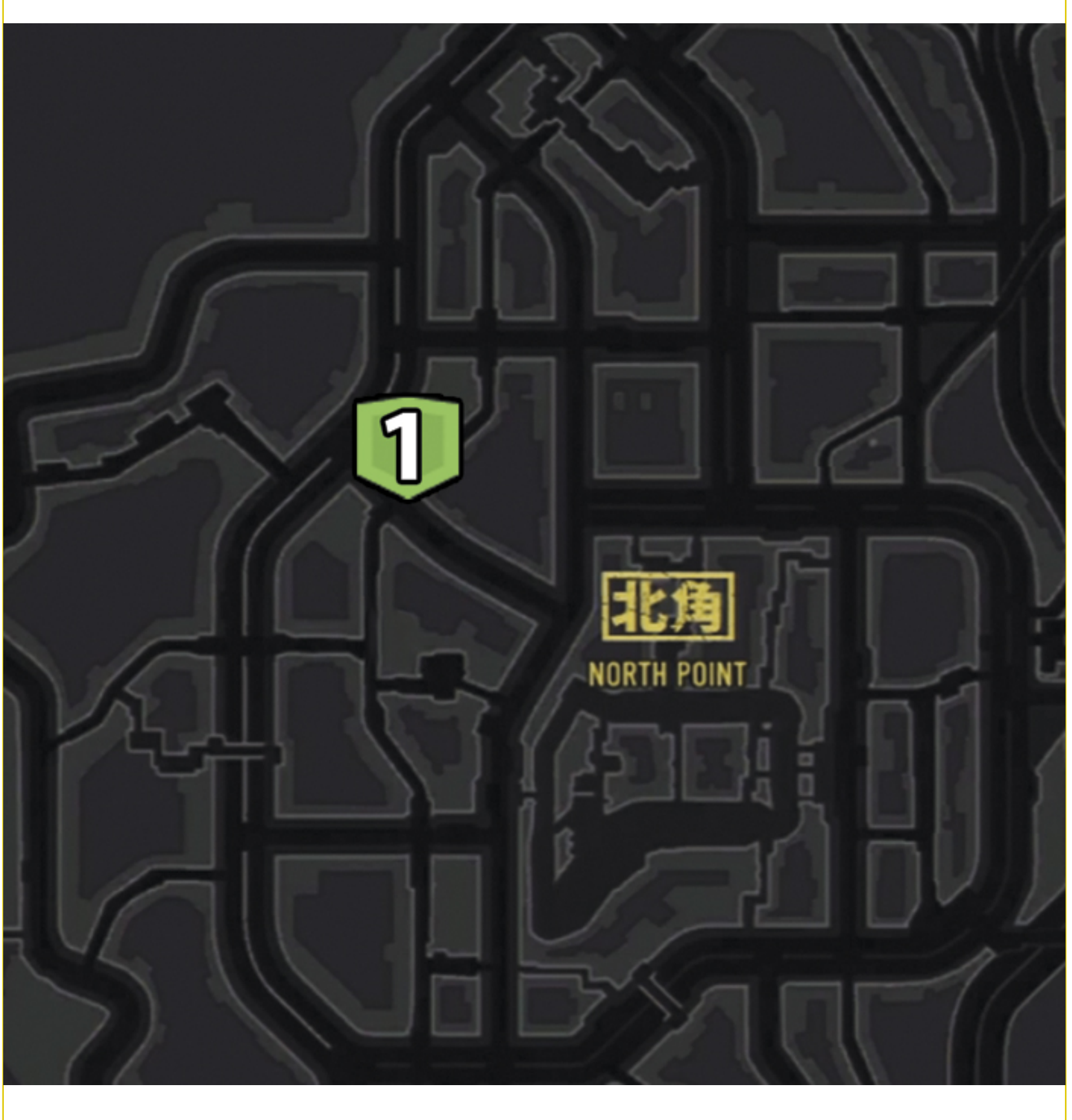
Meet the New Boss

Preceding Missions: The Wedding (Main Story)

At Club Bam Bam, Jackie and Conroy are arguing over the next action the gang should take in the aftermath of Winston's death, and the two almost come to blows before Wei shouts both of them down. Jackie and Conroy agree on one thing: The 18k Triad are responsible for Winston's death. Wei isn't so sure, but the debate is put on hold by the sudden entrance of a ponytailed man. Ponytail is a representative of Big Smile Lee, and he's here to inform Wei that the Water Street Gang will be allowed to continue operations in North Point, but that the cut of profits once set aside for Winston will now go to Mr. Lee.

Wei's response is to pick up a pistol from his desk, and make a counter offer: Back off, and he will consider letting Lee live. Ponytail excuses himself from the room, promising that Wei will regret his actions. Moments later, gunfire erupts within the club.

This is another big gunfight, so try to have some health-regenerating food before stepping into Club Bam Bam to begin this mission.



Click here for interactive maps

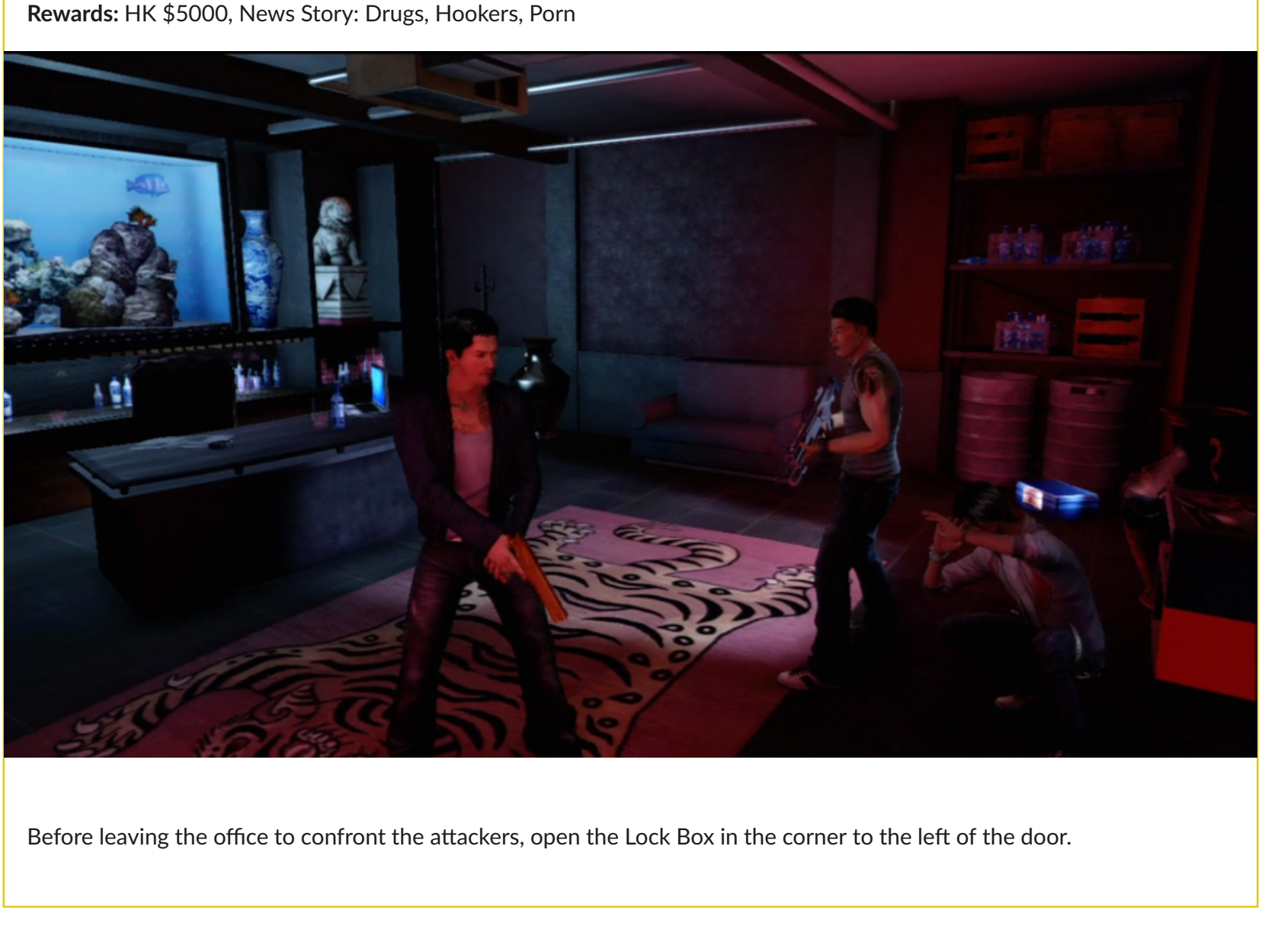
Mission Unlocks: Loose Ends (Main Story)

Job and Minigame Unlocks: None

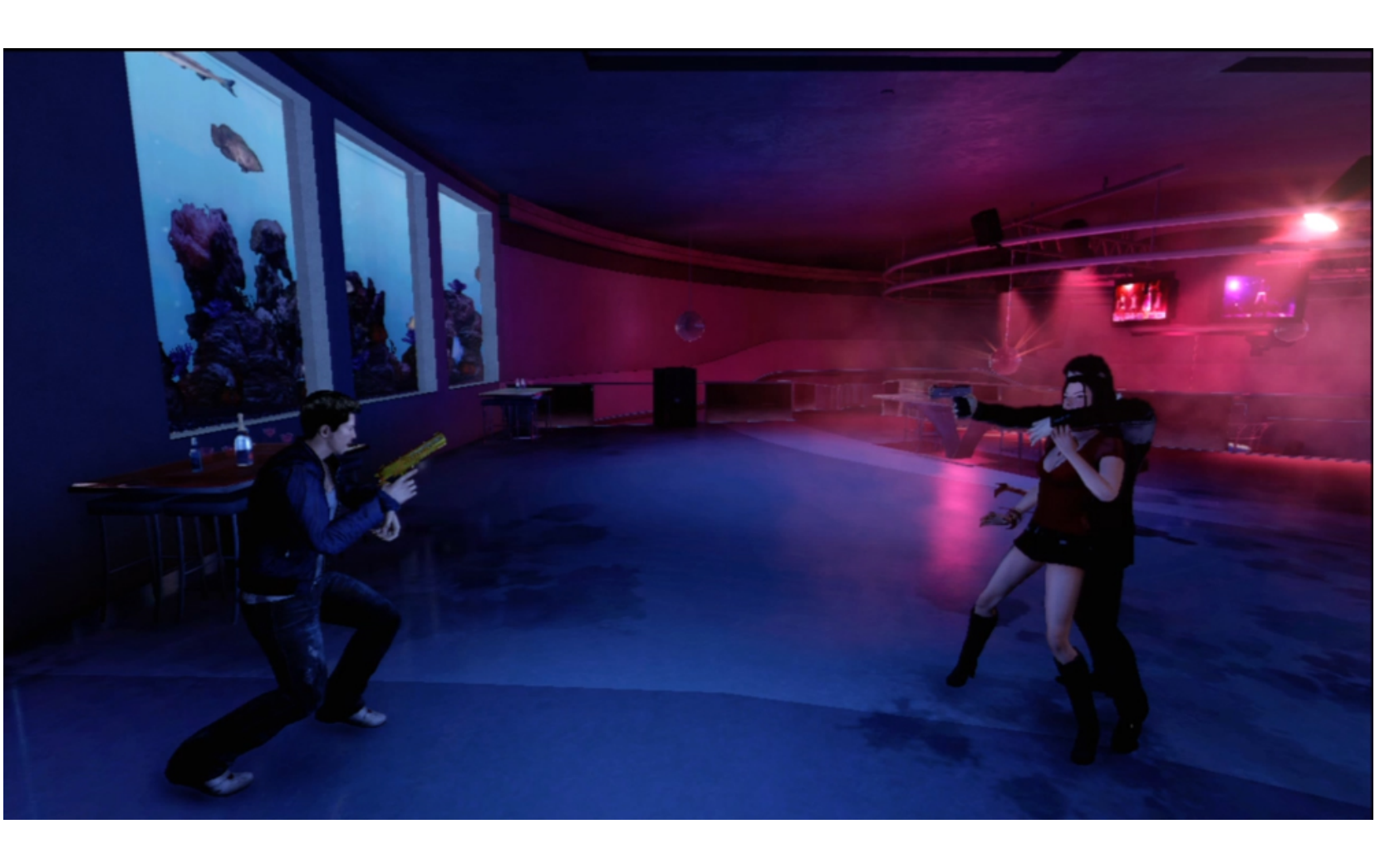
Event Unlocks: Hit and Run: Soho, Hit and Run: Repo Yard, Hit and Run: Bus Stop

Favor Unlocks: None

Rewards: HK $5000, News Story: Drugs, Hookers, Porn

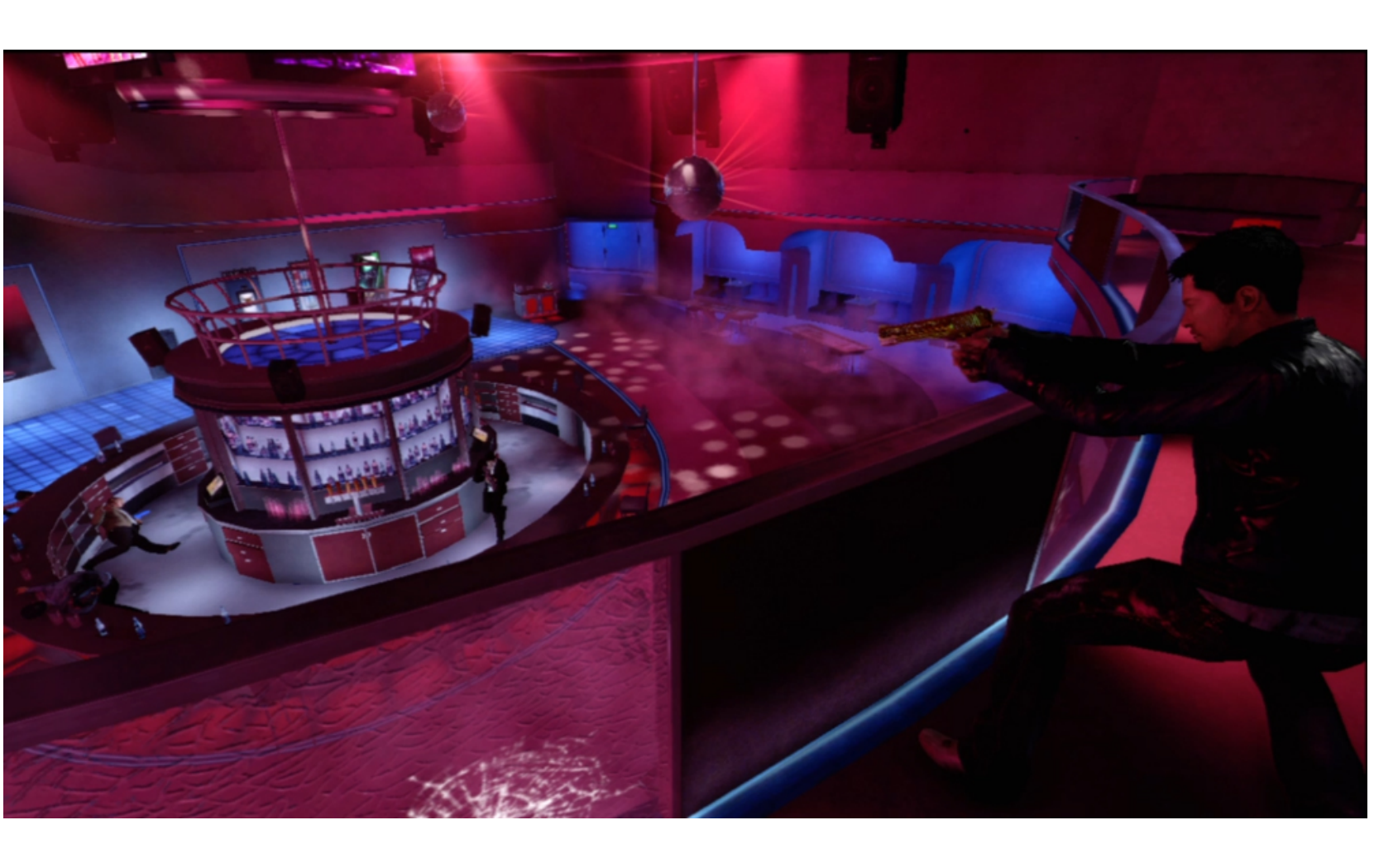


Before leaving the office to confront the attackers, open the Lock Box in the corner to the left of the door.



The moment you open the door, you see a gunman holding a hostess hostage. It's possible to save her by shooting him in the head. Shooting her instead costs you 30 Cop points, not a good start if you miss your shot. After dealing with this gunman, two others attack with pistols.

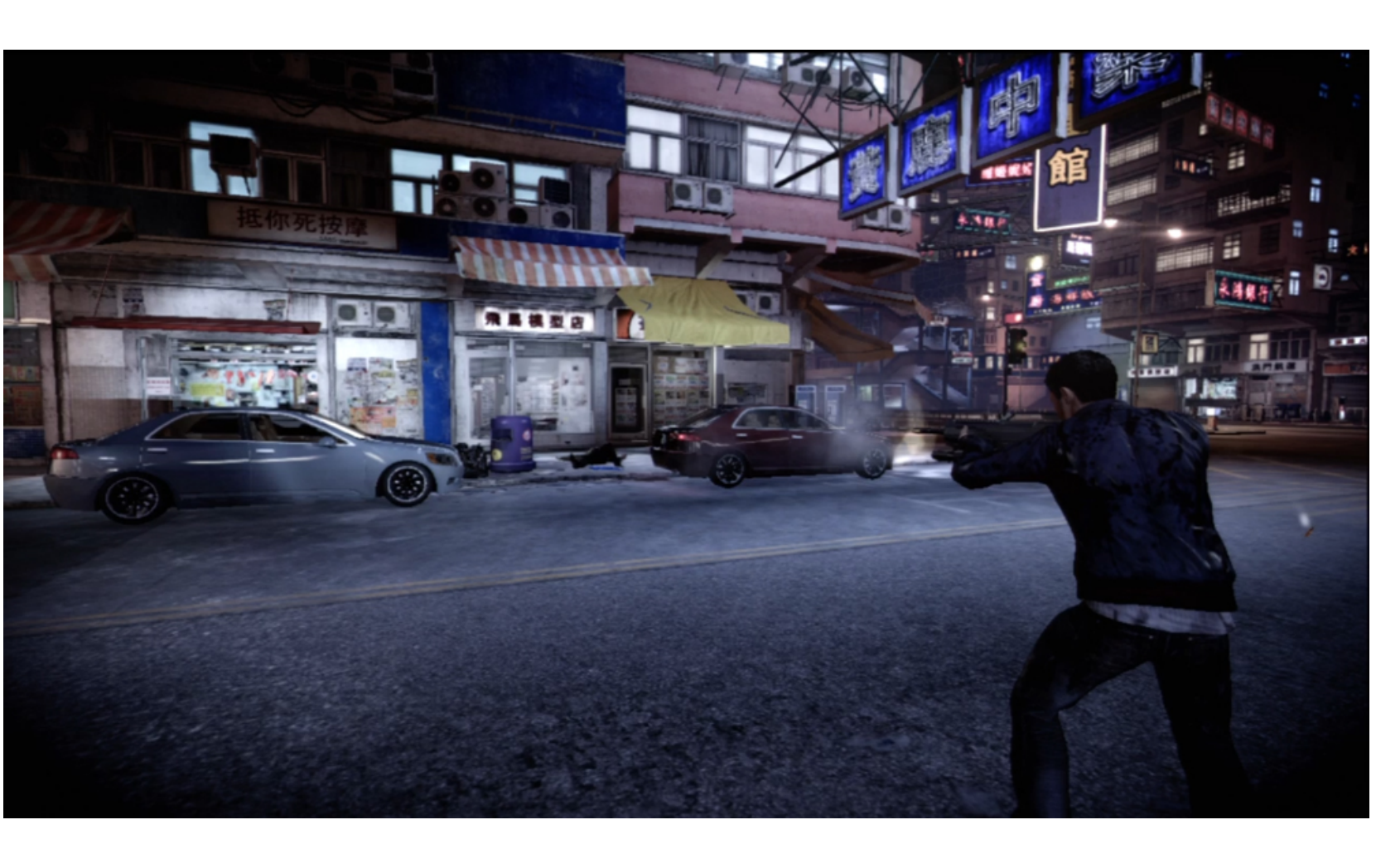
The .50 cal pistol you start with is extremely powerful, capable of dropping enemies in just one or two body shots. Ammo for it is limited, so make what little you have count!



After the top floor is secured, you still have to deal with the much larger and better-armed group on the first floor. They've got assault rifles, SMGs, and pistols distributed among them, so you'll want to take advantage of your superior position on the second floor and snipe them. Leaping down there right away is tantamount to suicide, but if you're feeling confident in your skills, it is a viable approach to the situation.

If you do intend to muscle your way through a head-on confrontation with these guys, find and eliminate the people with assault rifles first. A full burst from those weapons can shred Wei's health in seconds. Then, use Action Vaults to move from cover to cover, using the bullet time to get free shots on enemies. We'll call this the "Manly Action Badass Approach", and it's worth trying at least once.

When you finally kill off the first group downstairs, reinforcements pour in from the main entrance. If you've charged into the fray downstairs, these three can possibly blindside you and put you down very quickly. Be ready for them. Another three gunmen will try to avenge them shortly afterwards. You may be low on rounds for the .50 cal pistol, so try to scavenge an assault rifle from the dead. After you break the assault, check the front entrance to the club.

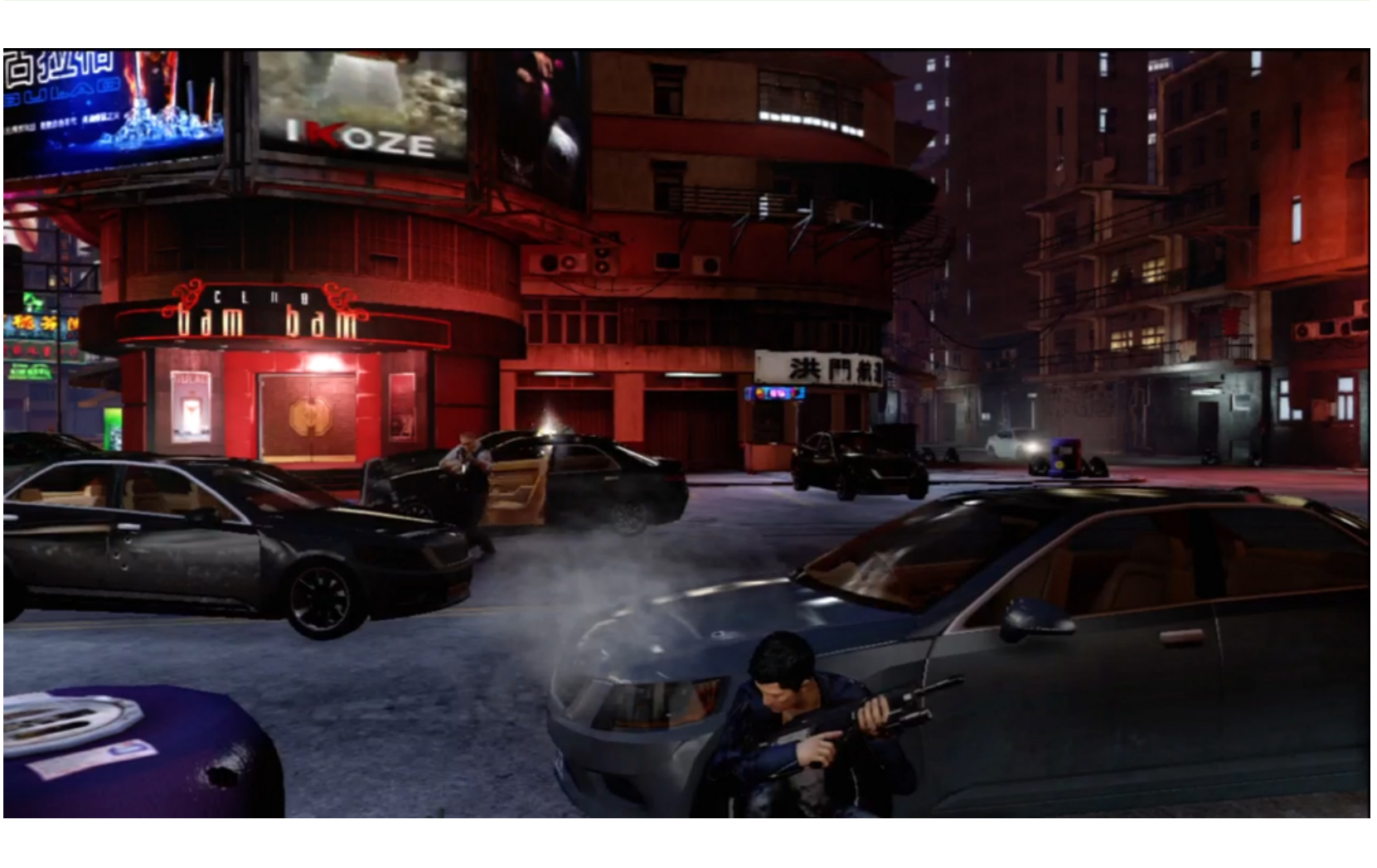


It's another ambush! Civilians caught in the crossfire are mowed down by Big Smile Lee's men on the other side of the street. Jackie and Wei are pinned down behind parked cars in front of the club. Do what you can to take out the four goons on the other side of the street as quickly as possible, then get ready to repel reinforcements that arrive from the right. The two men in the first car are armed with an assault rifle and a shotgun, and having them start off so close to Wei is bad because they can drop him in seconds.

The shotgunner is especially bad news. A single point-blank shot can kill Wei, even at high health levels, and they know how powerful their weapons are. They will try to close in on Wei to score the kill.

Tip

Cars do not make the safest cover. Absorbing enough bullets eventually will set them aflame, which is prelude to a Wei-ending explosion that will ragdoll him across the street. Be ready to move at a moment's notice, and not just to the car next to the flaming one. The blast radius is quite large and can still grievously wound or kill Wei.



Another group of enemies arrives by vehicle to the left of the club, bringing more assault rifles and shotguns into the mix. Make no mistake, this fight is hard. You must quickly and efficiently eliminate enemies to keep up with the stream of reinforcement cars. If you're slow to better your odds, movement between pieces of cover becomes almost impossible with so many hostile guns pointed at you.

After surviving the fierce ambush in front of Club Bam Bam, Jackie finally gets a car and begins driving you and Wei out of there. The enemy doesn't quit just because you've left. Swarms of Triad cars and motorcyclists pursue you through the streets of North Point. As always, aim for the tires to put them out of commission the fastest. Your own car can't take punishment forever, so try to wipe out the enemy as far away from your car as possible.

Note

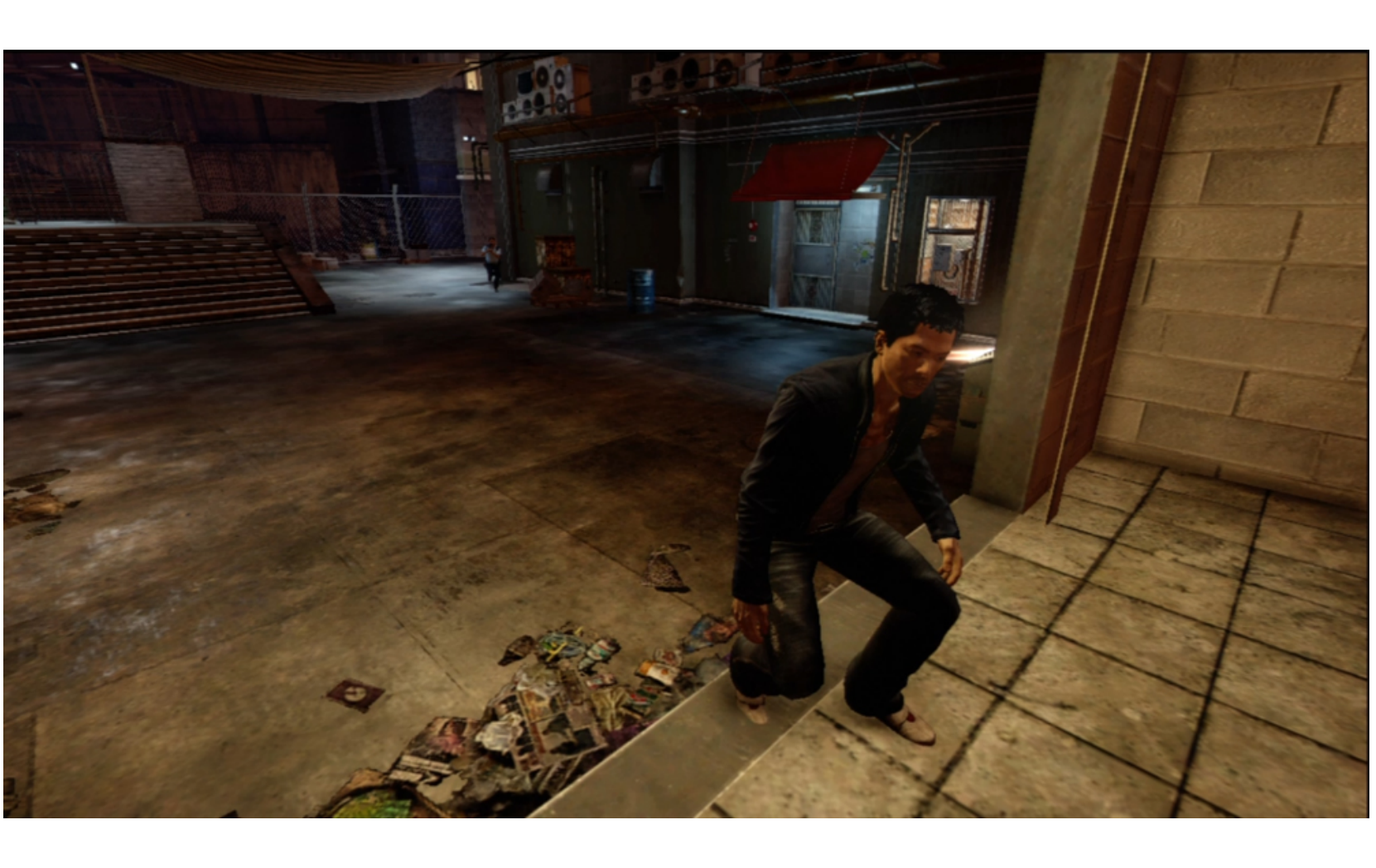
Keep in mind that, as a passenger, you don't get to enjoy the bullet time effect that you get while aiming a gun and driving at the same time. Set up your shots first by rotating the camera, then aim and shoot. The longer Wei is exposed, the more damage he might take.

The chase drags out into the freeways, but eventually Ponytail puts a personal end to your joyride, and you and Jackie are helpless as your car flips over and over. Ponytail tries to finish you off, but runs out of ammo and sprints off. Wei drags himself out of the wreck and pursues Lee's representative.

Ponytail is as fast and maneuverable as Wei, meaning any small slip up on your part can help him escape. Follow him up the stairs, past a Health Shrine (there's no time to pick it up now), and avoid the crowds of people whose only purpose seems to be to get in your way. You'll chase Ponytail through a parking garage, across a rooftop, and through an apartment. Don't try anything too fancy and stick to a similar route to his. Don't forget to Action Vault to maintain speed!

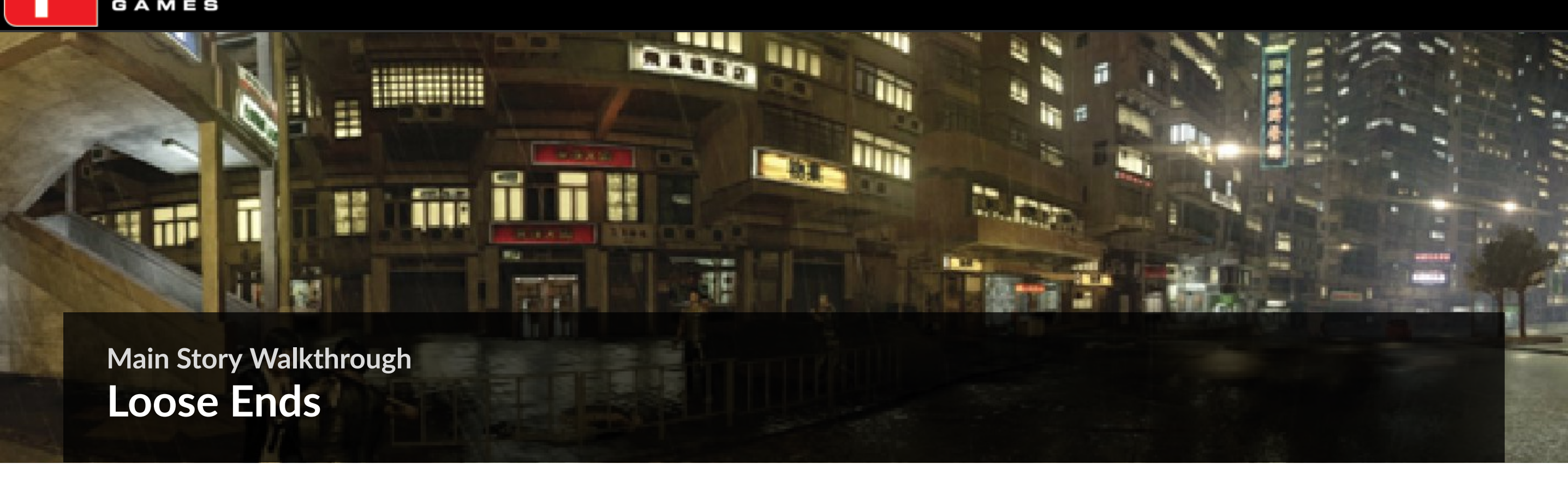
Eventually, Ponytail has enough of the whole running thing and whirls on Wei to confront him. Despite his own injuries, Ponytail is a serious opponent for Wei. He can recover from stuns quickly and use counter grabs of his own. Be prepared to escape his grapples with well-timed QTEs. A good way to start any offense against him is to Counter him, and then land a short combo on him. Don't try to Grab him—he tends to just break free immediately.

After beating Ponytail to a standstill, Wei suffers from Action Hero Inattentiveness Disorder when sirens from nearby cops distract him. Ponytail introduces Wei's head to a nearby dumpster before running off, leaving Wei to deal with the cops. He is definitely in no condition to manage that, so get running!



The cops start off a distance away, giving you a bit of a head start. Run into the red-lit passage to start the chase, which is thankfully cut short by the appearance of a limousine just beyond the hallway. One of the passengers shouts for Wei to get in.

The limo belongs to Broken Nose Jiang, a Red Pole for the Sun On Yee. She has taken an interest in Wei's recent activities for the Water Street Gang. A believer in harmony and balance, and peace through bloodshed, she sees Big Smile Lee as a serious threat to the long-term power of the Sun On Yee, as well as her eventual ascension to the position of Chairman. She has a vision, but she cannot stand up to Big Smile Lee alone. Wei agrees to stand with her, as their animosity towards Lee is common enough ground. Bidding her new ally good night, Broken Nose returns to the limo.

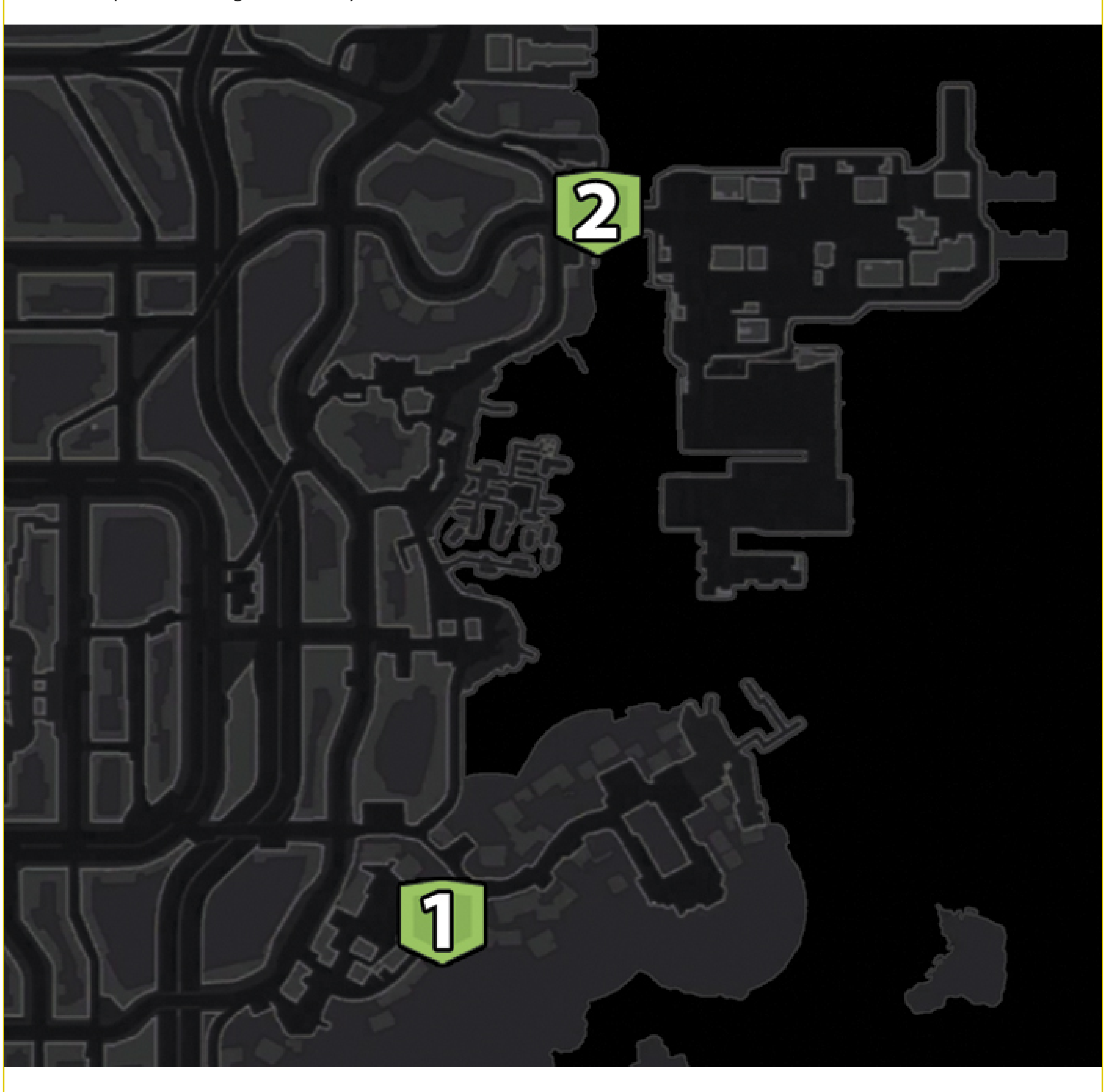


Main Story Walkthrough

Loose Ends

Preceding Missions: Meet the New Boss (Main Story)

This is a fairly relaxing change of pace from the usual problems that have plagued the Water Street Gang as of late. The big emergency now is that Jackie got ripped off on a deal at Top Glamour. He was supposed to get two hundred thousand on his most recent payload of watches, but instead received a motorcycle he can't even ride. Wei offers to take the bike back to Top Glamour to get the money.



Click here for interactive maps

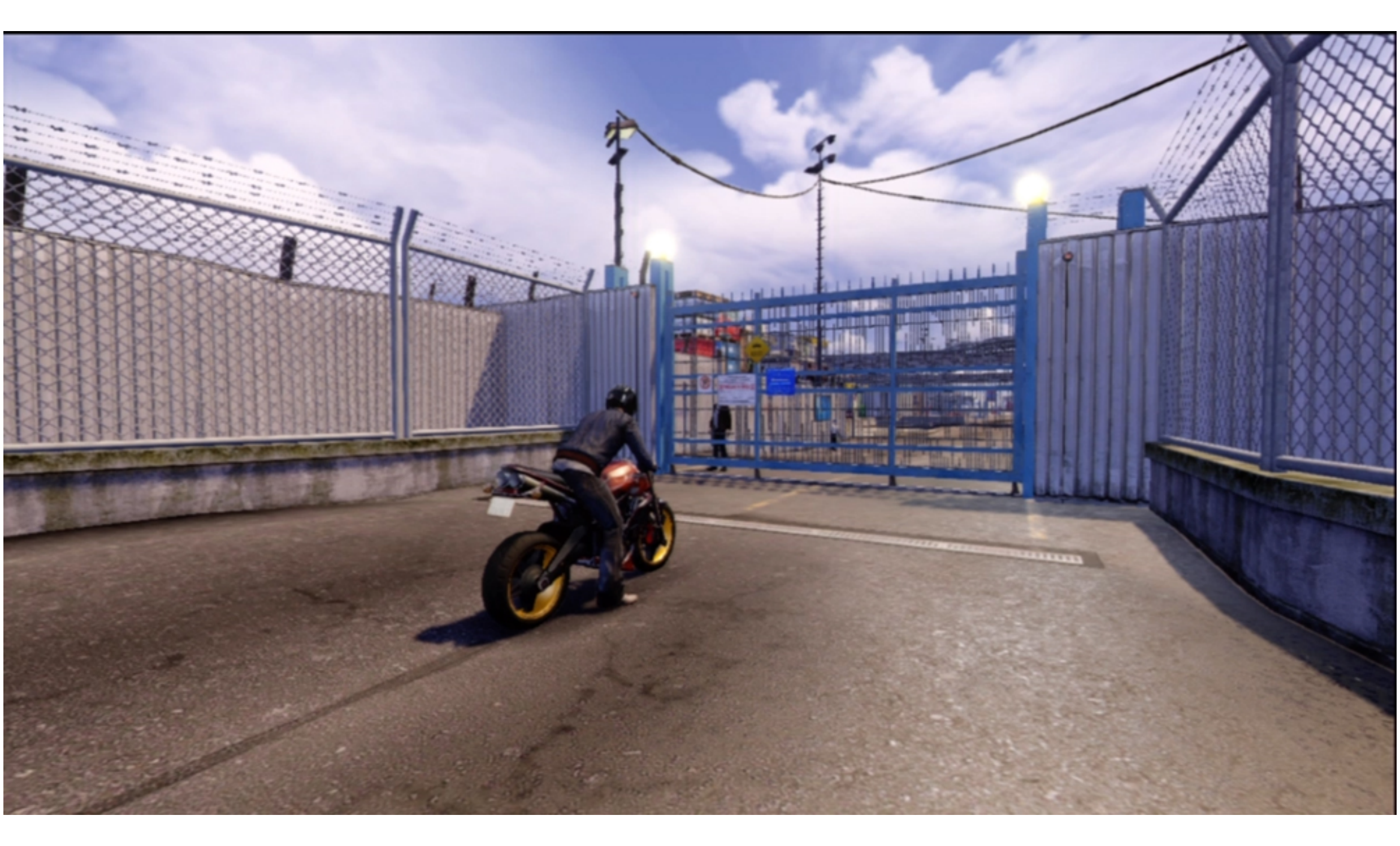
Mission Unlocks: The Final Kill (Main Story), Serial Killer (Case Three)

Job and Minigame Unlocks: None

Event Unlocks: Junk in the Trunk 1-4

Favor Unlocks: None

Rewards: HK $60000, SCOUNDREL CI File

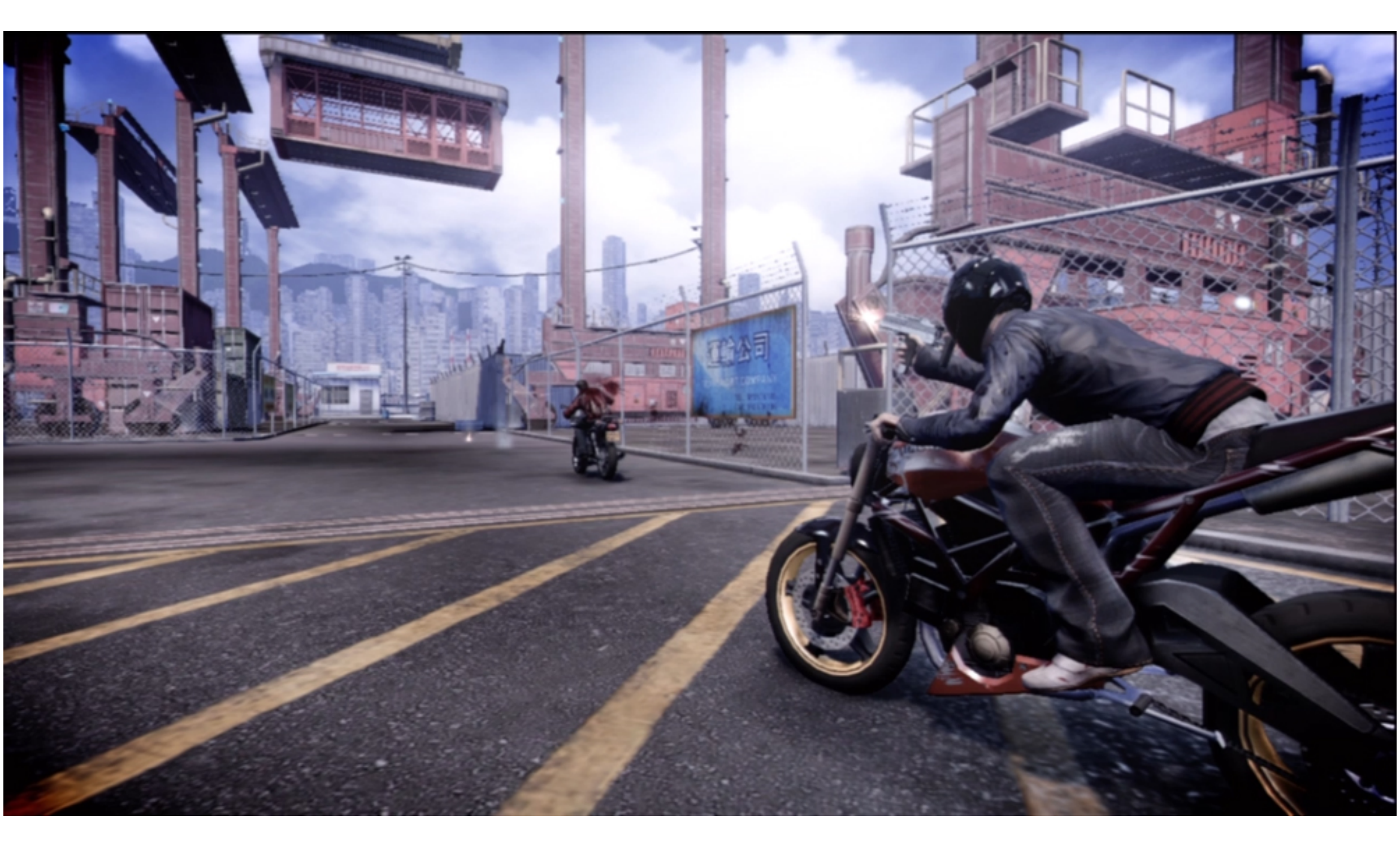


Take the bike to Top Glamour, as always making sure to avoid any trouble with the cops. The route to the deal takes you through the whole facility.

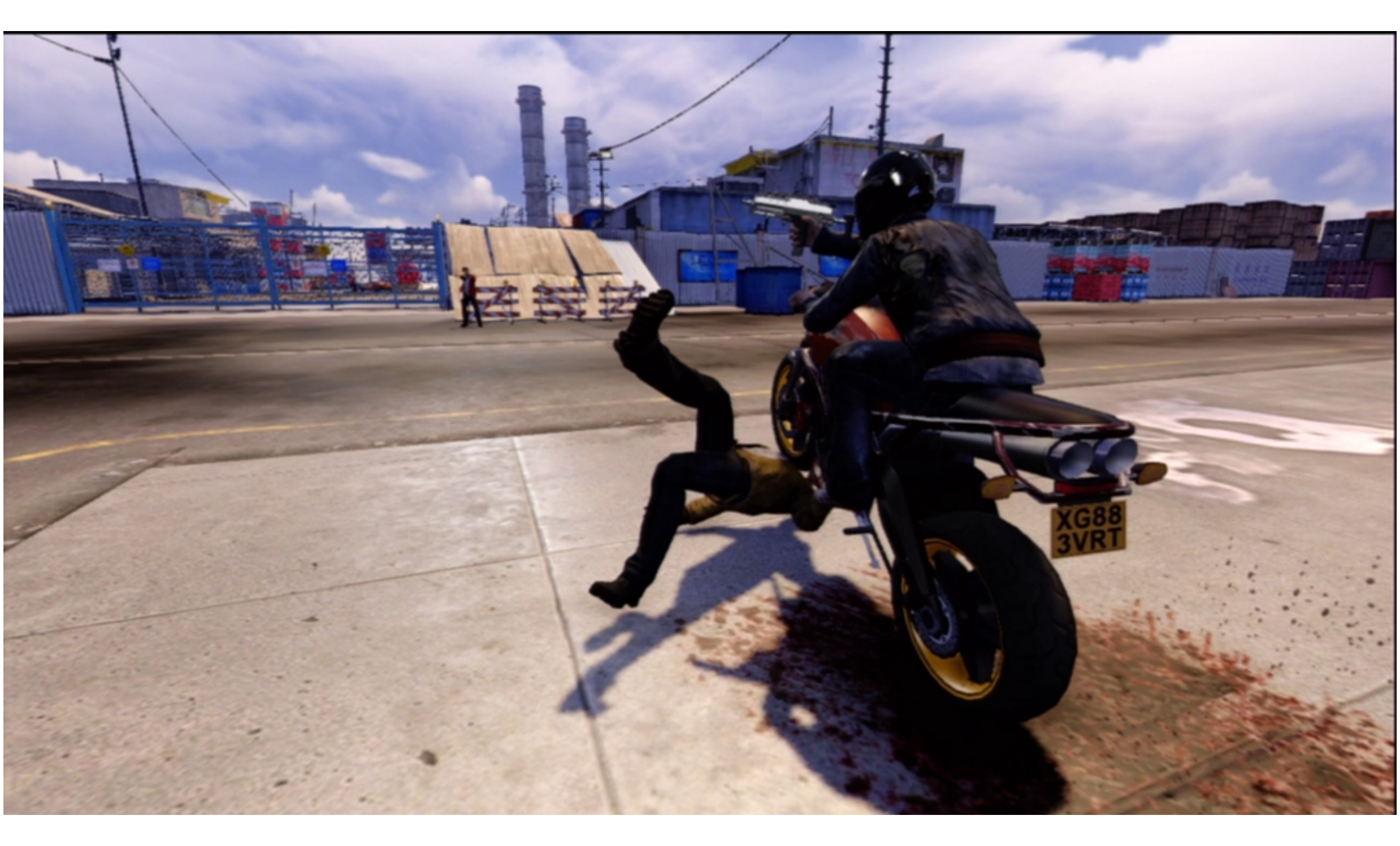
Note

You can find a Health Shrine and a Jade Statue at the docks if you missed them in the aftermath of the Stick Up and Delivery Main Story mission, but access to those parts of the dock is restricted for now. After you complete the mission, you can retrieve the items.

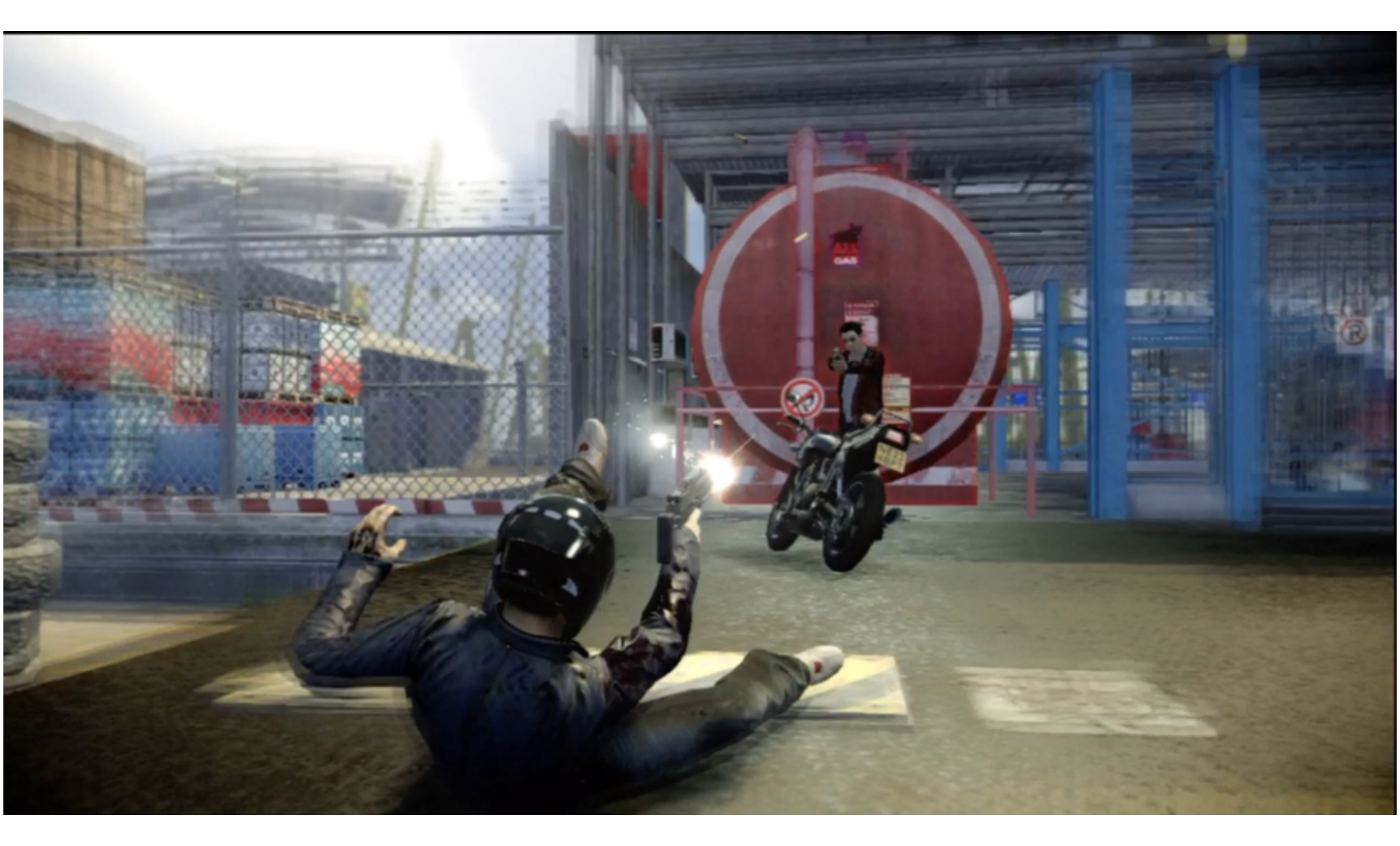
The man responsible for ripping off Jackie is none other than Naz. He tells Wei that he knows he's a cop. Wei replies that he knows he's a snitch. Naz calls his guards and jumps into an armored van to flee. Take the bike and go after him!

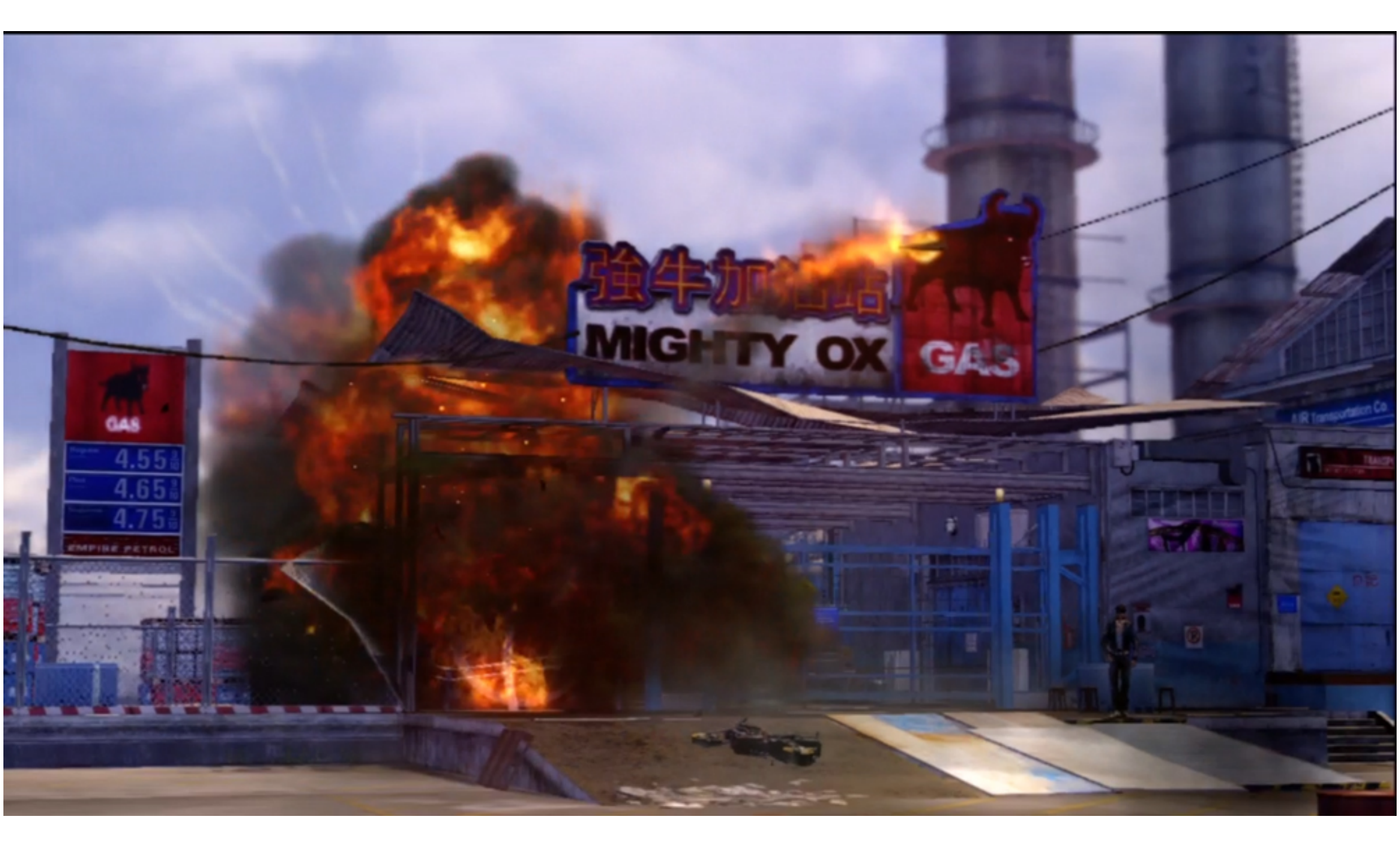


The Top Glamour workers, like Naz, are all 18k, and rush to his defense. Follow the van as best you can, taking out the gunmen on motorcycles and on foot.



Eventually, Naz's van passes into a gated area, and the gate shuts behind it. If you were sticking close to the van, it's possible to ride through the gate before it shuts. If not, there's a ramp to the right that can be used to leap over the wall. Naz's van crashes into a building on the other side of the gate.

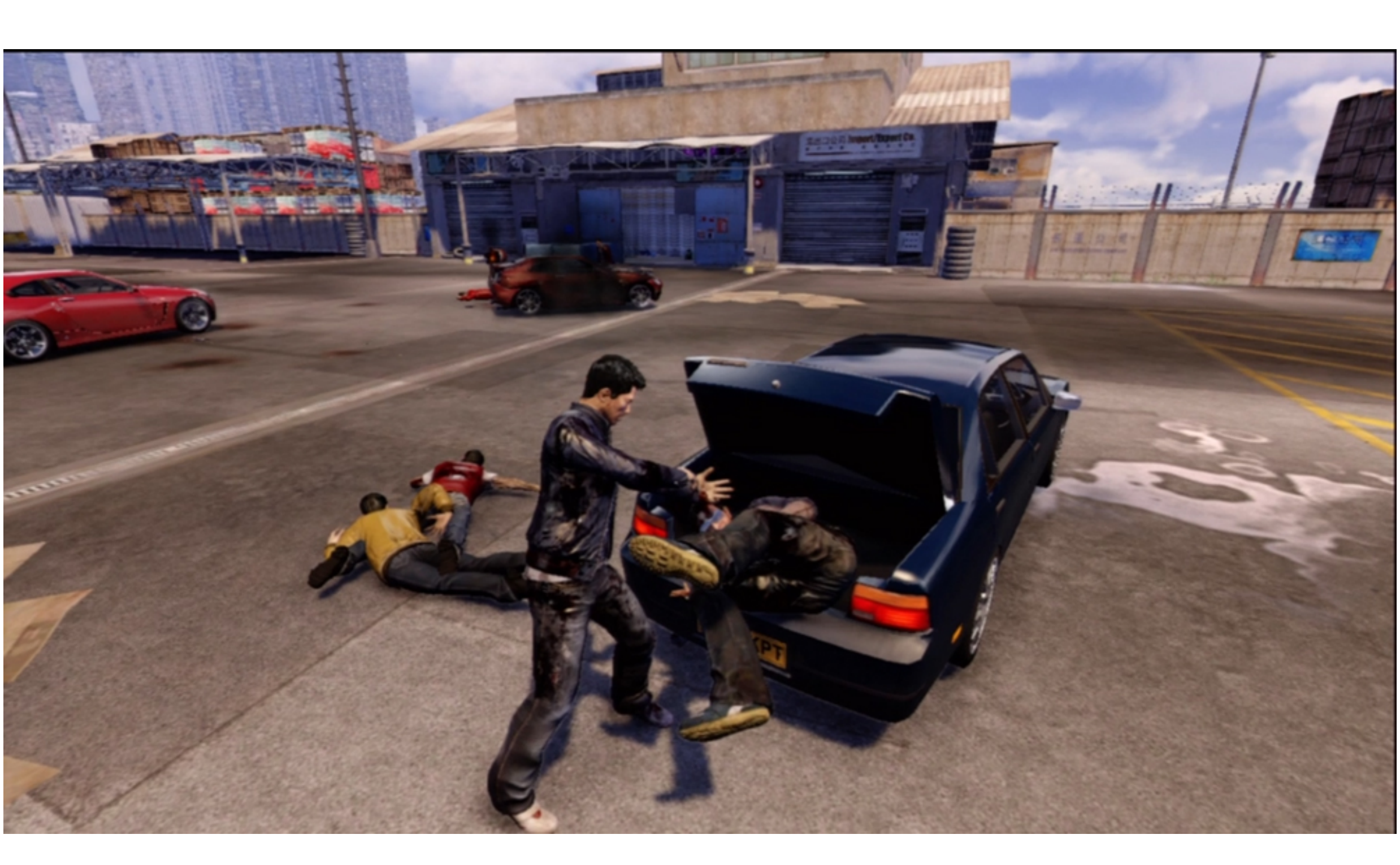




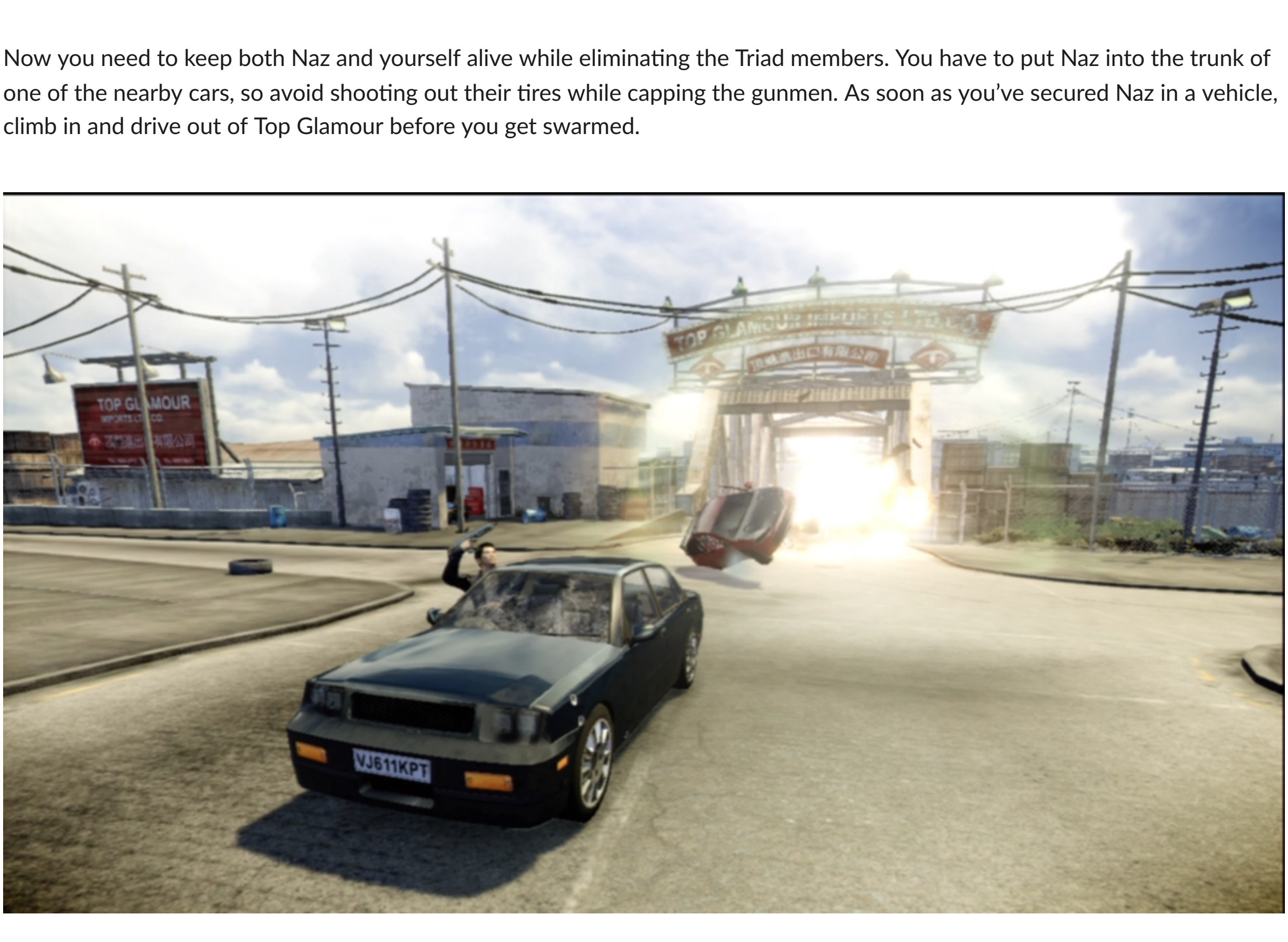
While approaching the van, either from the gate or in midair from the ramp, draw your weapon and shoot the fuel tank to the left of the van. The ensuing blast completely disables the van and throws Naz clear of the wreck. Wei quickly accosts him and uses him as a human shield just as waves of 18k reinforcements arrive.

Tip

You can also use the Action Dismount ability if you've unlocked that particular Cop Upgrade. Make sure you time it so that your motorcycle explodes right next to the fuel tank.

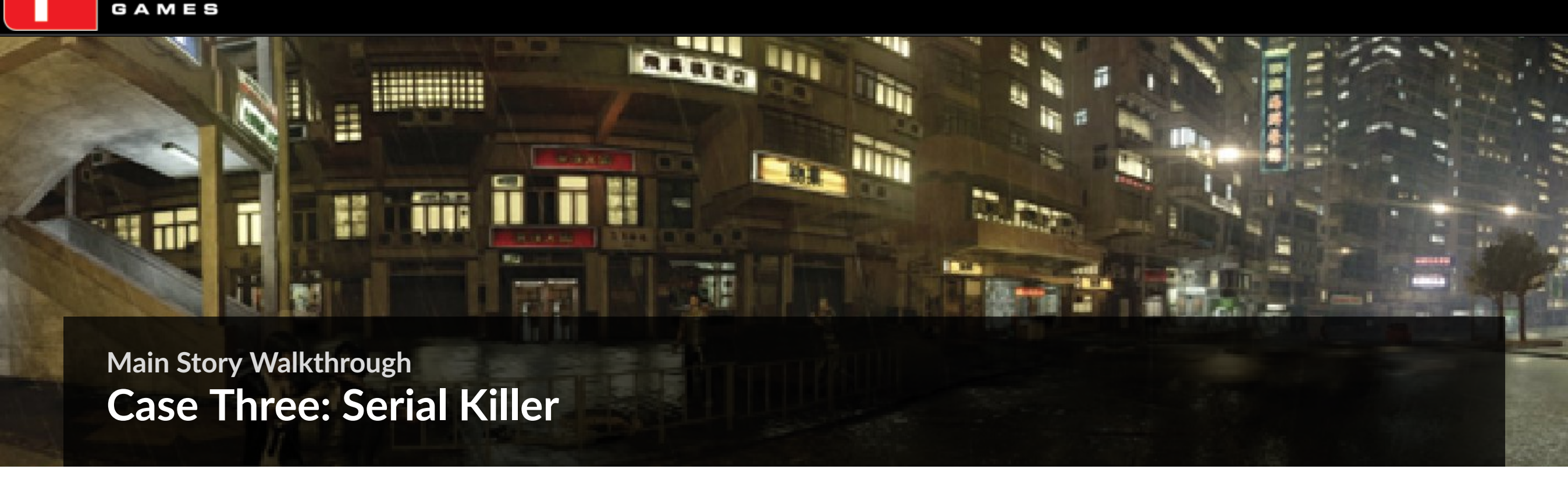


Now you need to keep both Naz and yourself alive while eliminating the Triad members. You have to put Naz into the trunk of one of the nearby cars, so avoid shooting out their tires while capping the gunmen. As soon as you've secured Naz in a vehicle, climb in and drive out of Top Glamour before you get swarmed.



The 18k refuse to give up, so be prepared to shoot and drive your way through the city. After several waves of 18k cars are wiped out, Wei needs to call Inspector Teng. He informs her of the situation: Naz is threatening Wei's cover in the Sun On Yee, and either she deals with the situation or Wei will find his own solution. She quickly agrees to take Naz in.

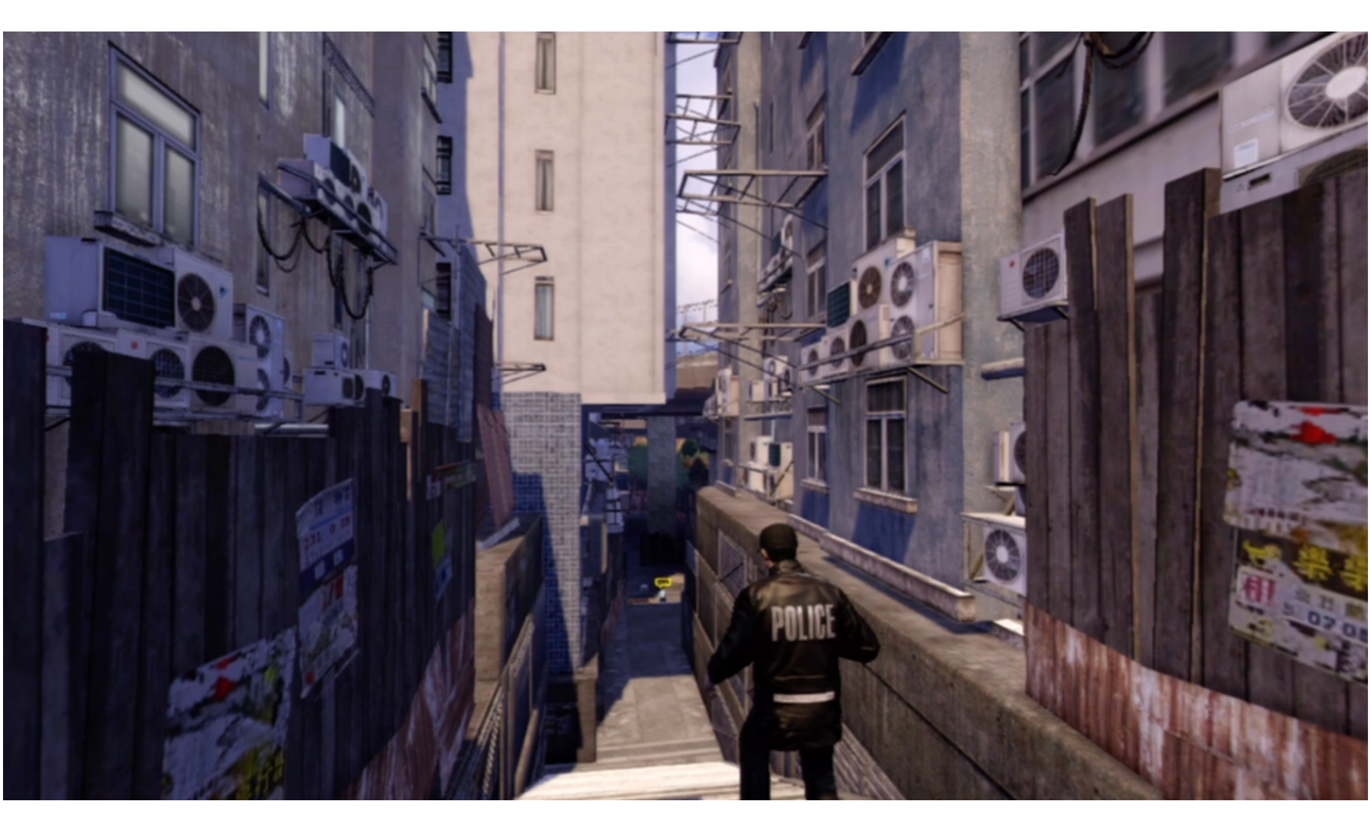
Naz continues to shout threats of violence and retribution until he sees both Teng and Wei standing together outside of the car. A quick punch shuts him up. Teng promises to put Naz away someplace where he can never reveal Wei's true identity. Wei doesn't get Jackie's money, but he does guarantee his relative safety for now.



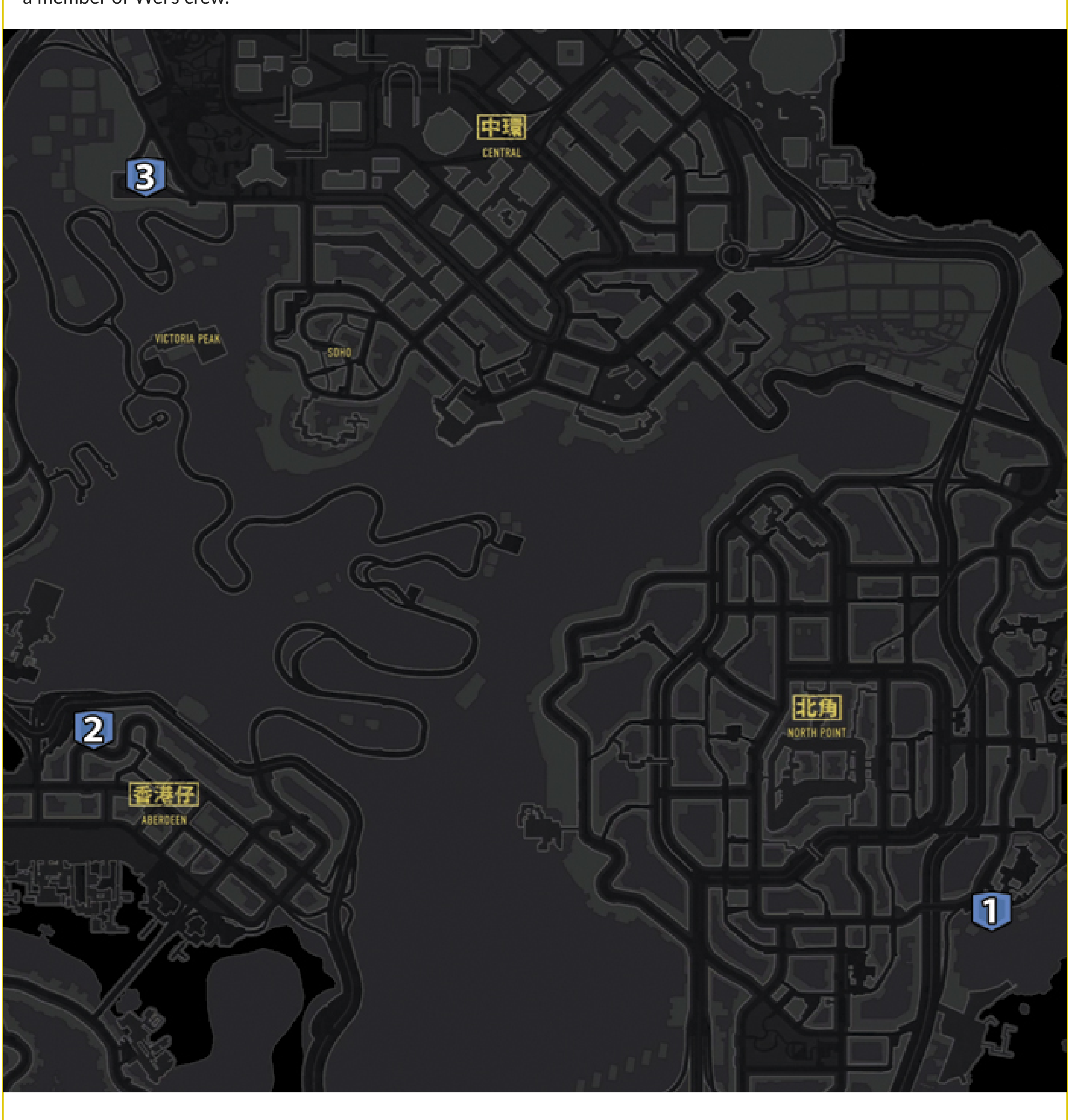
Main Story Walkthrough

Case Three: Serial Killer

Preceding Missions: The Wedding (Main Story)



Stopping by the Undercover Police HQ, Inspector Teng has a grim assignment for Wei. Triad members are being found dead by the waterfronts, all sliced open. The HKPD doesn't intend to put more resources on the case, and so she's turning to Wei for help. She says new bodies were found under the Aberdeen Bridge, and that one of the victims was identified as a member of Wei's crew.



Click here for interactive maps

Mission Unlocks: None

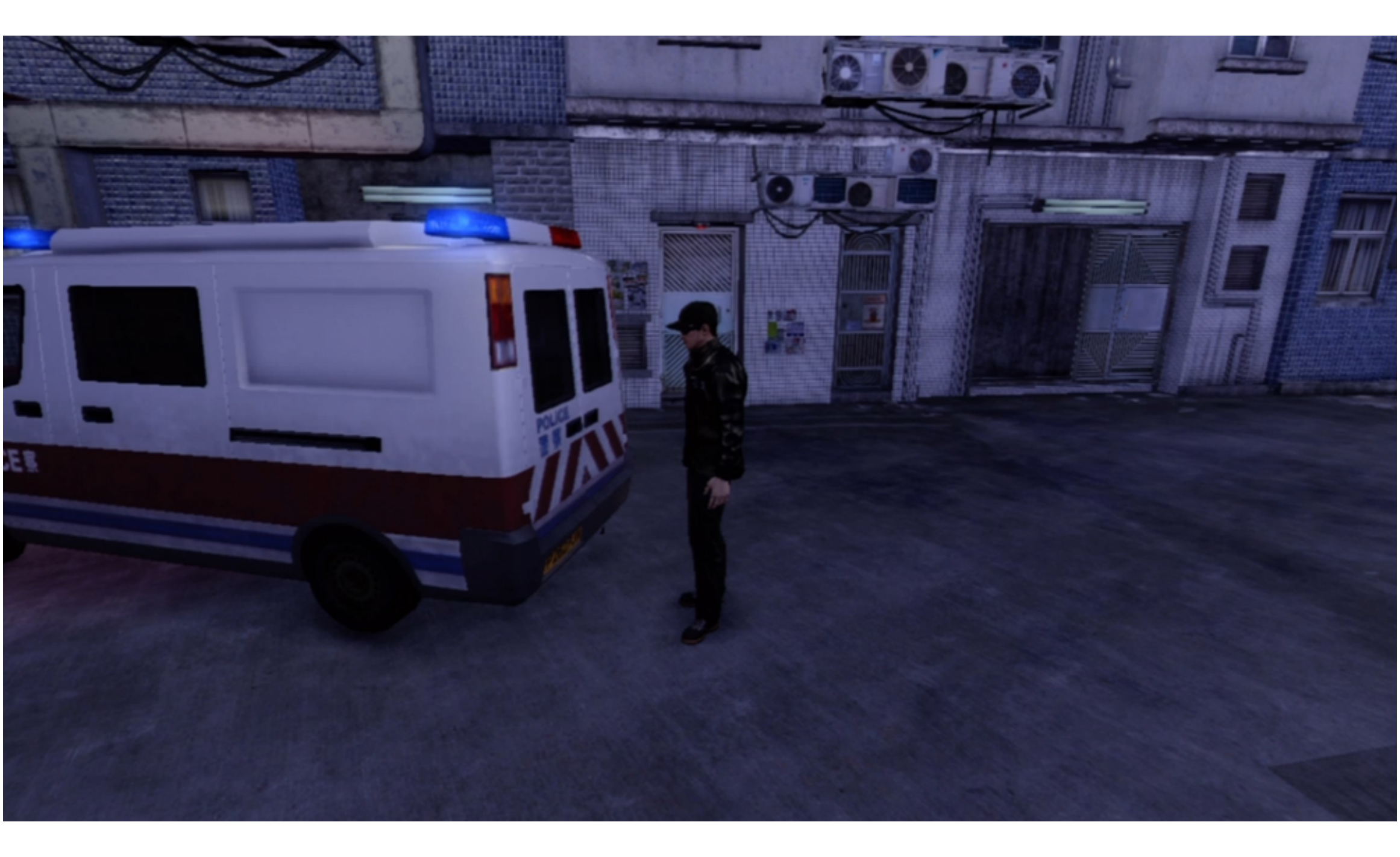
Job and Minigame Unlocks: None

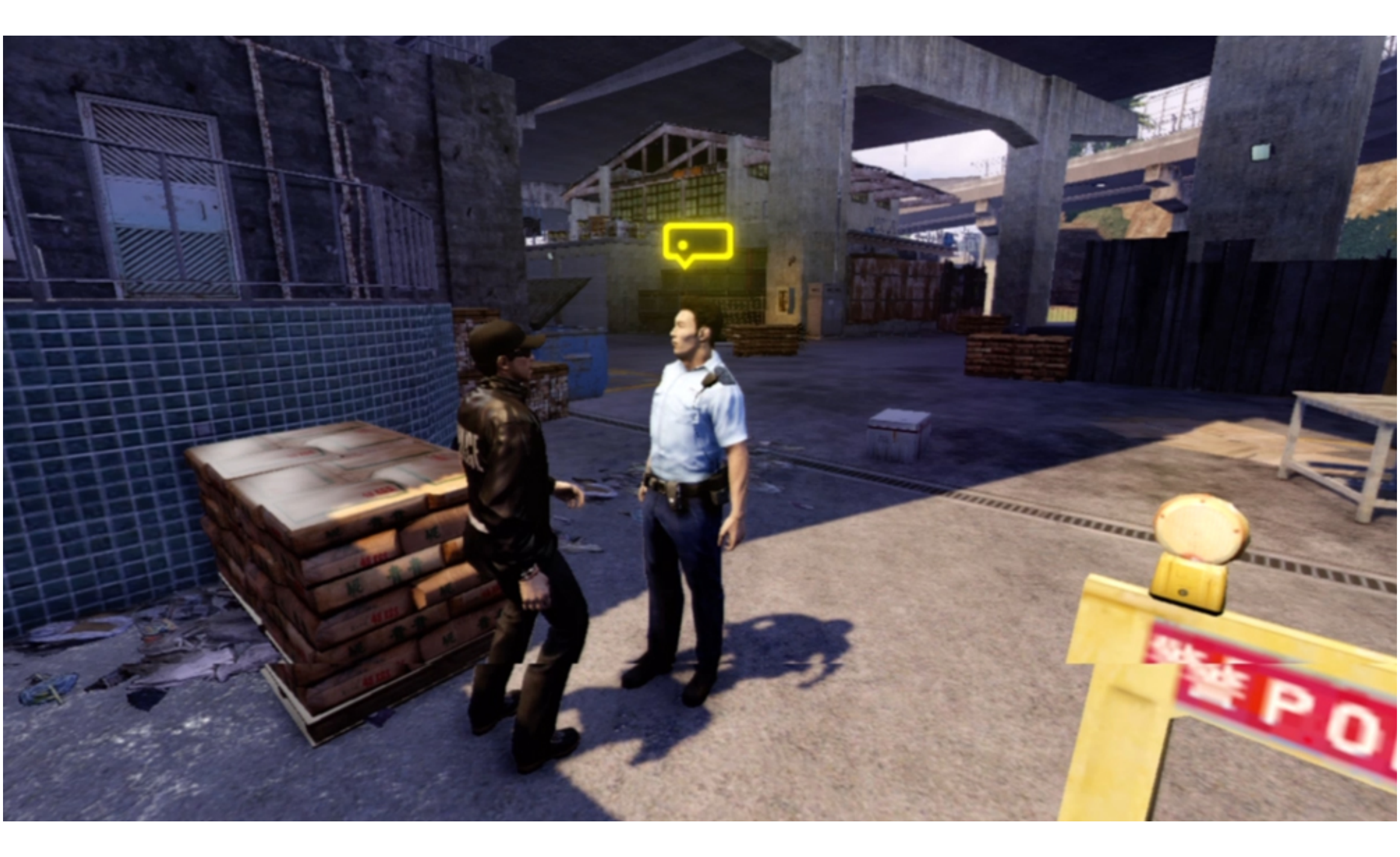
Event Unlocks: None

Favor Unlocks: None

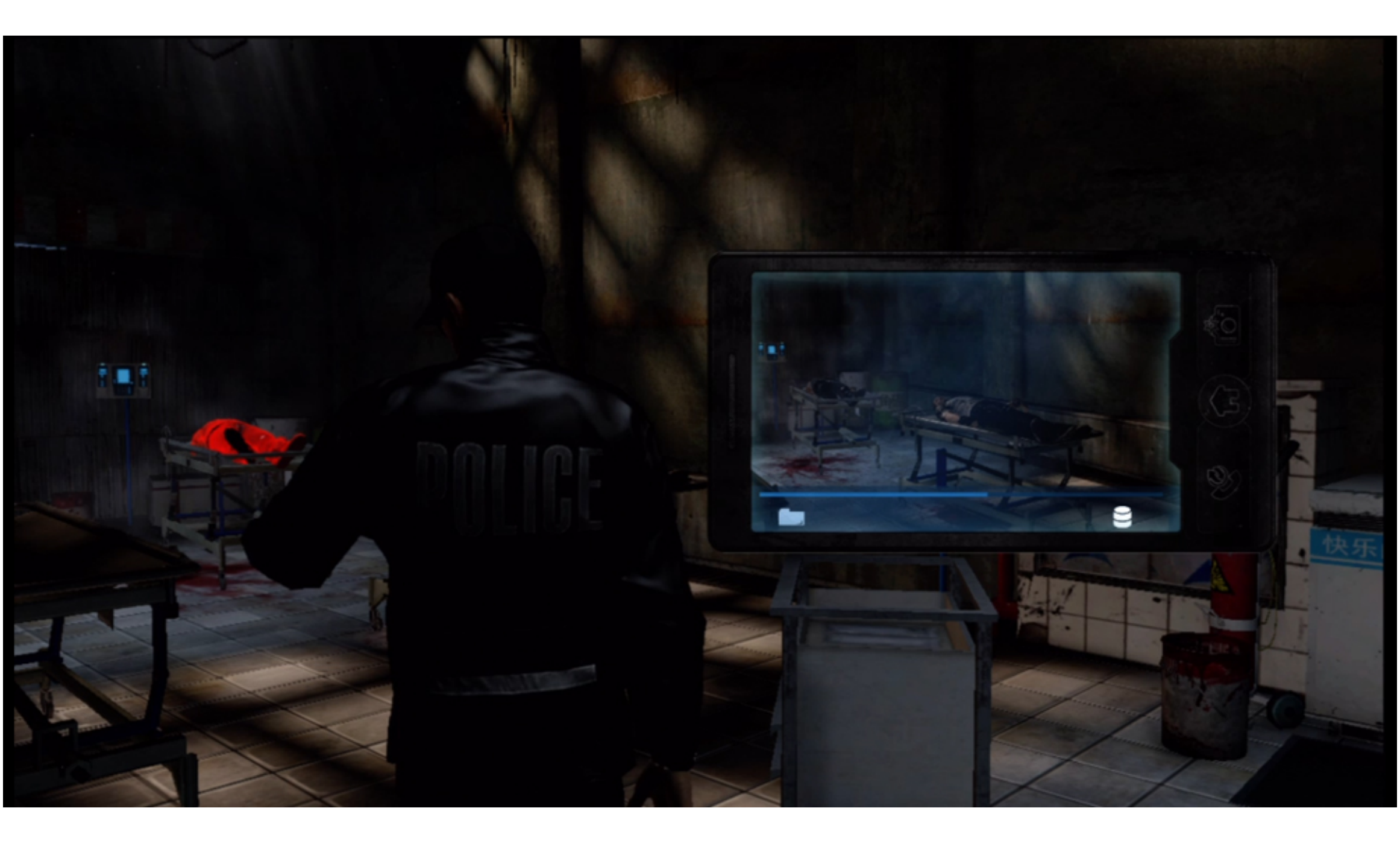
Rewards: HK $1200 (Lead One), HK $1200 (Lead Two), HK $1200 (Lead Three, Case Closed), Doctor's Coat

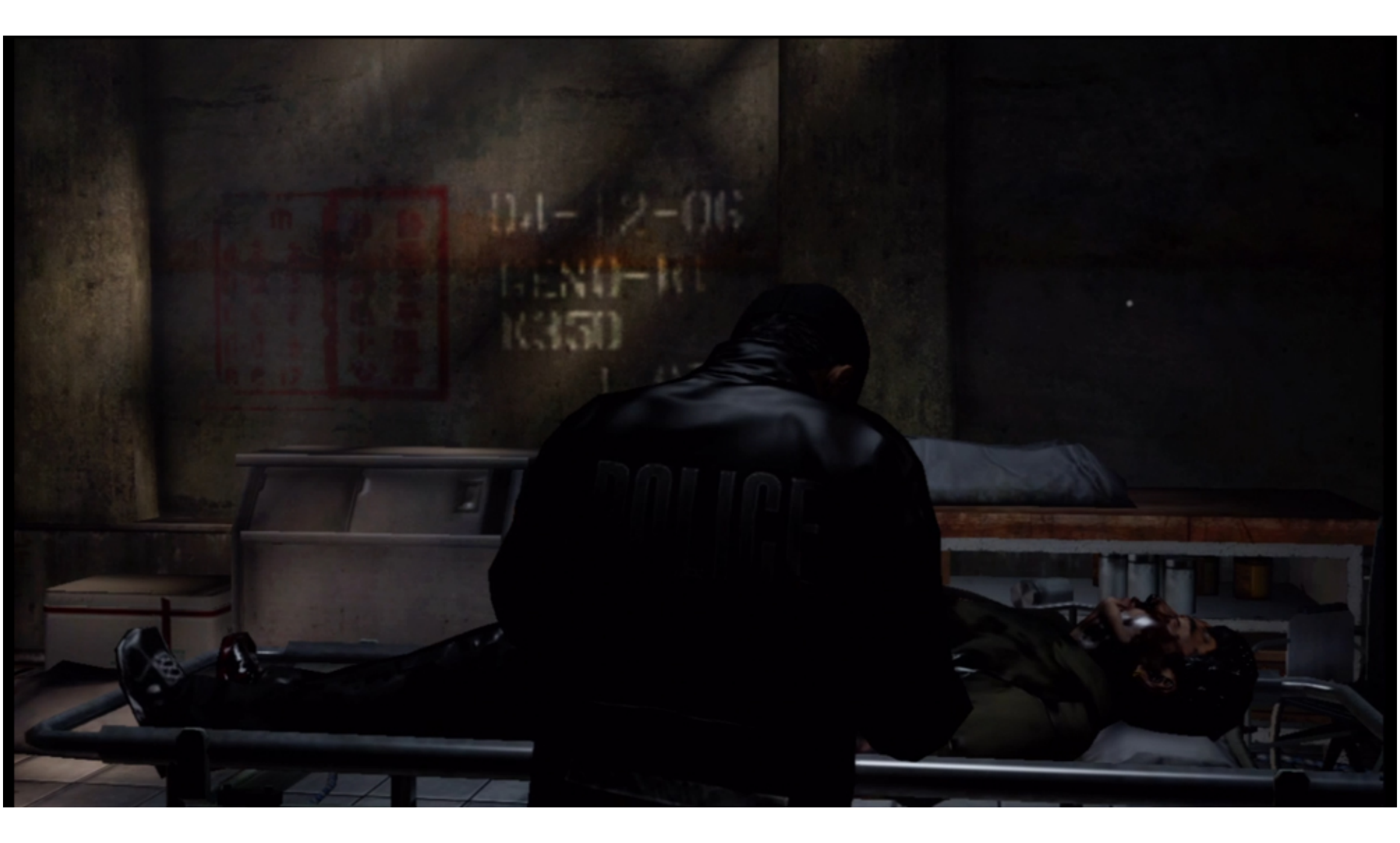
Lead One: Survey the Crime Scene





The drive to the Aberdeen Bridge is fairly lengthy from the Undercover Police HQ, but nothing major happens during the trip. Once at the waypoint, climb into the back of the nearby police van to switch into a disguise, then head down towards the crime scene. An officer blocks the way, but you can Fast Talk your way past him. Make your way into the warehouse, and avoid causing an incident with the officers outside.

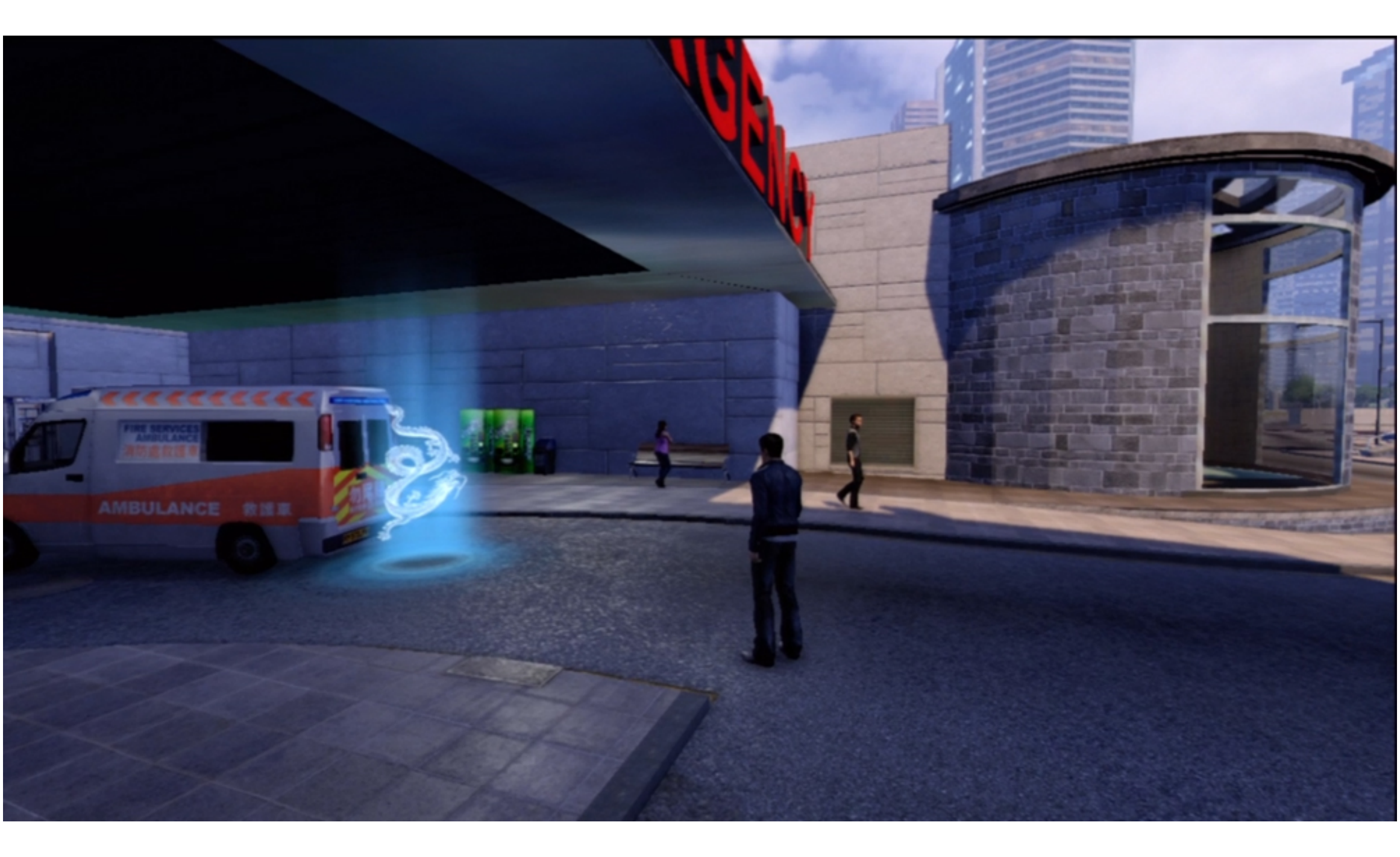




Your first order of business is to photograph the indicated body and then search it. You find a small incision on the corpse. Move on to the next victim and check him to find the same incision. It turns out that all three bodies have the same incision. Someone has been performing surgery on these victims, not the work of the average serial killer. Return the uniform to the police van to complete this lead in the case, then call Inspector Teng to update her on the situation.

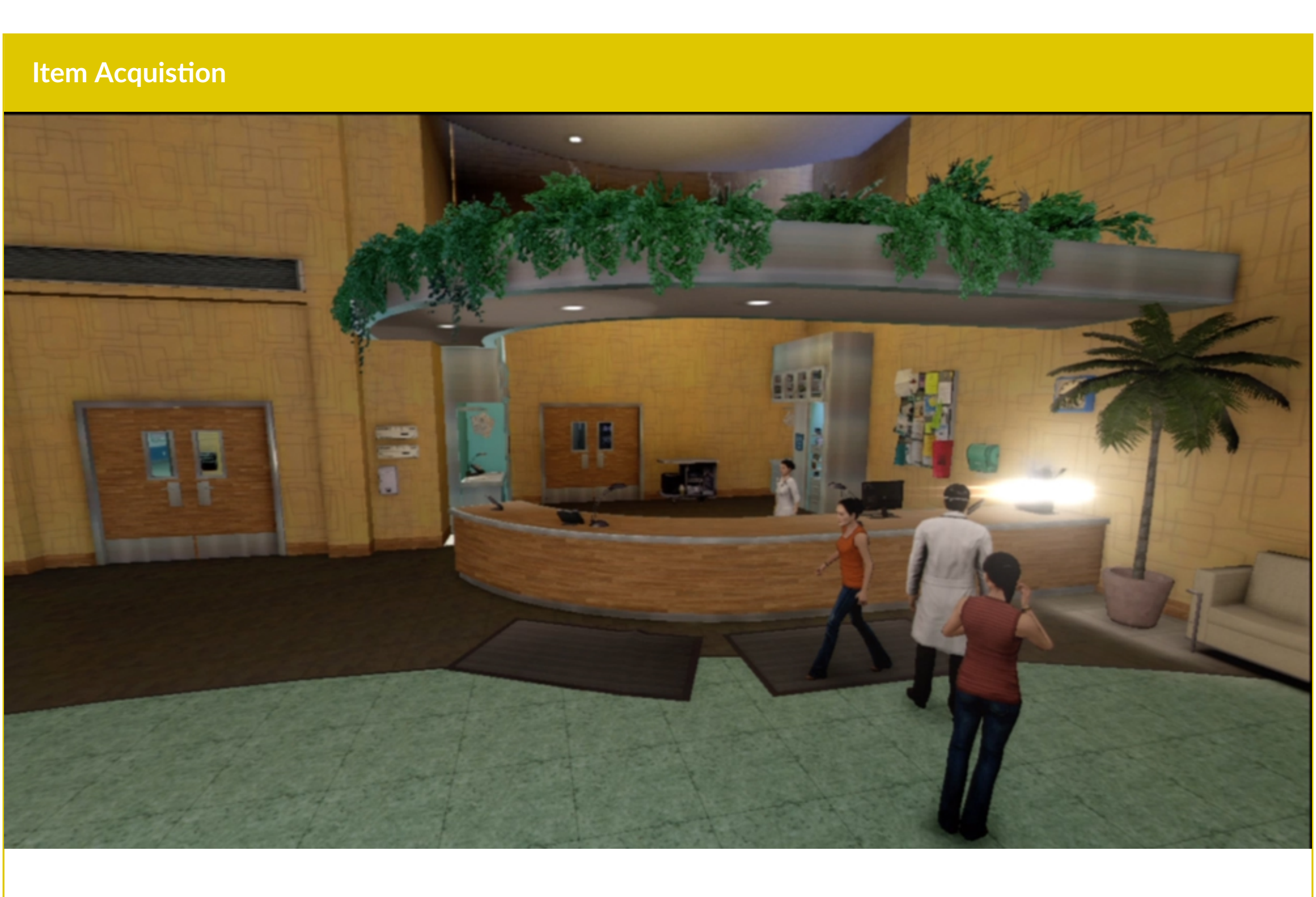
All of the victims are Sun On Yee, and all appeared to have an organ harvested. Wei believes that if someone is harvesting organs, they must be using them for something. In order to dredge up more information, Wei intends to go to the hospital and check the records there.

Lead Two: Investigate the Records

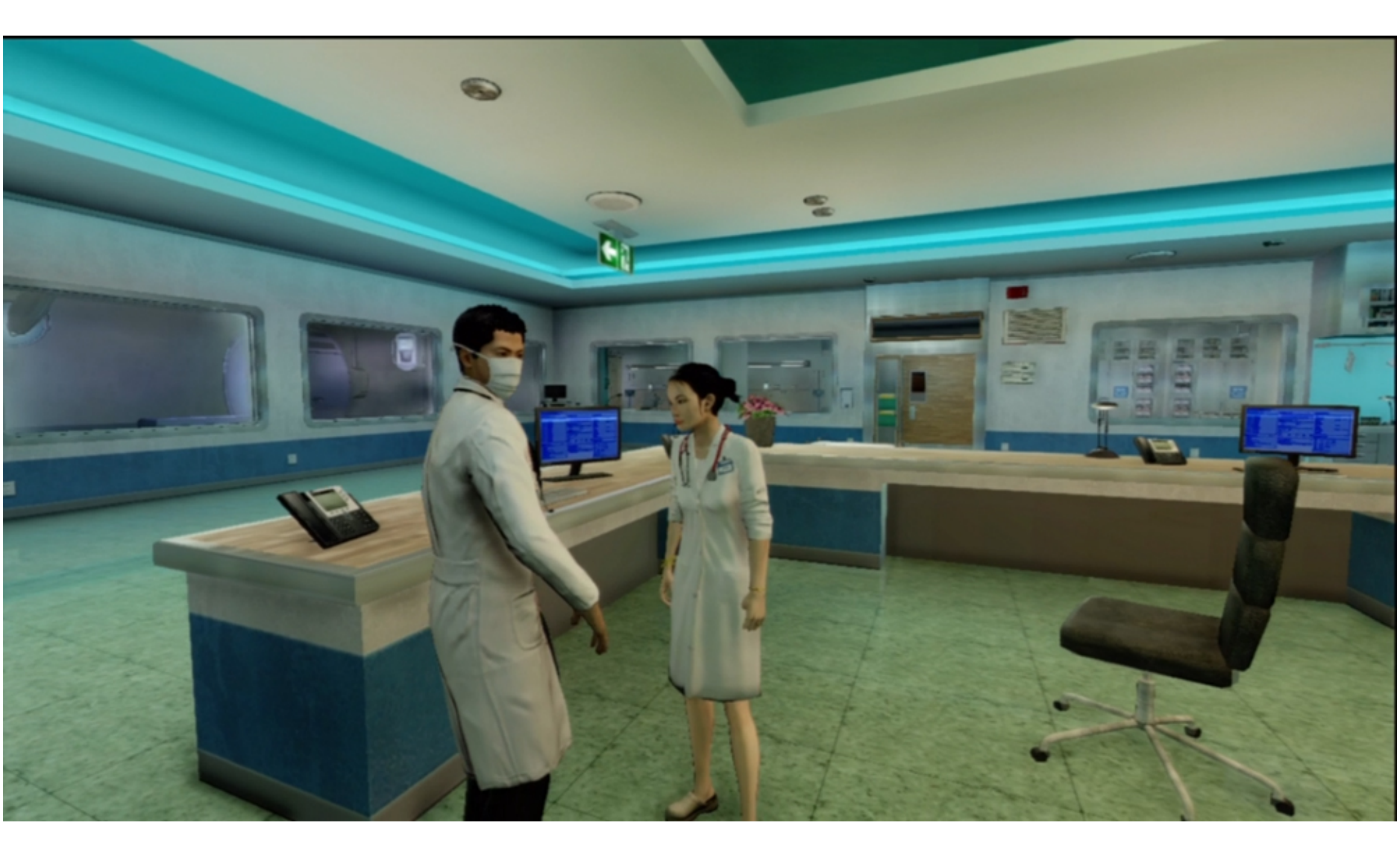


At the hospital, you need to find a Doctor's Coat in the back of an ambulance. Properly disguised, make your way in through the front entrance.

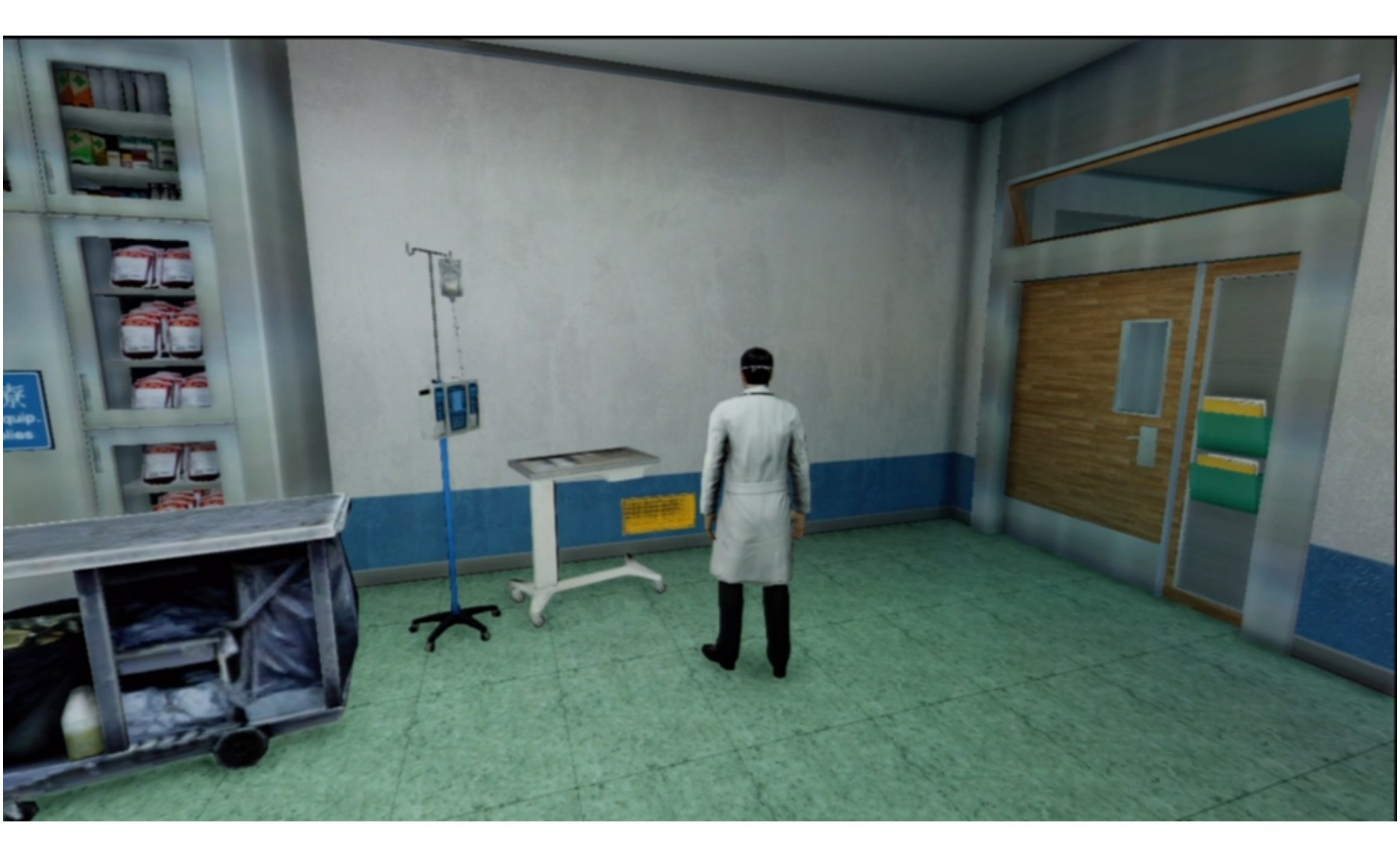
Item Acquistion

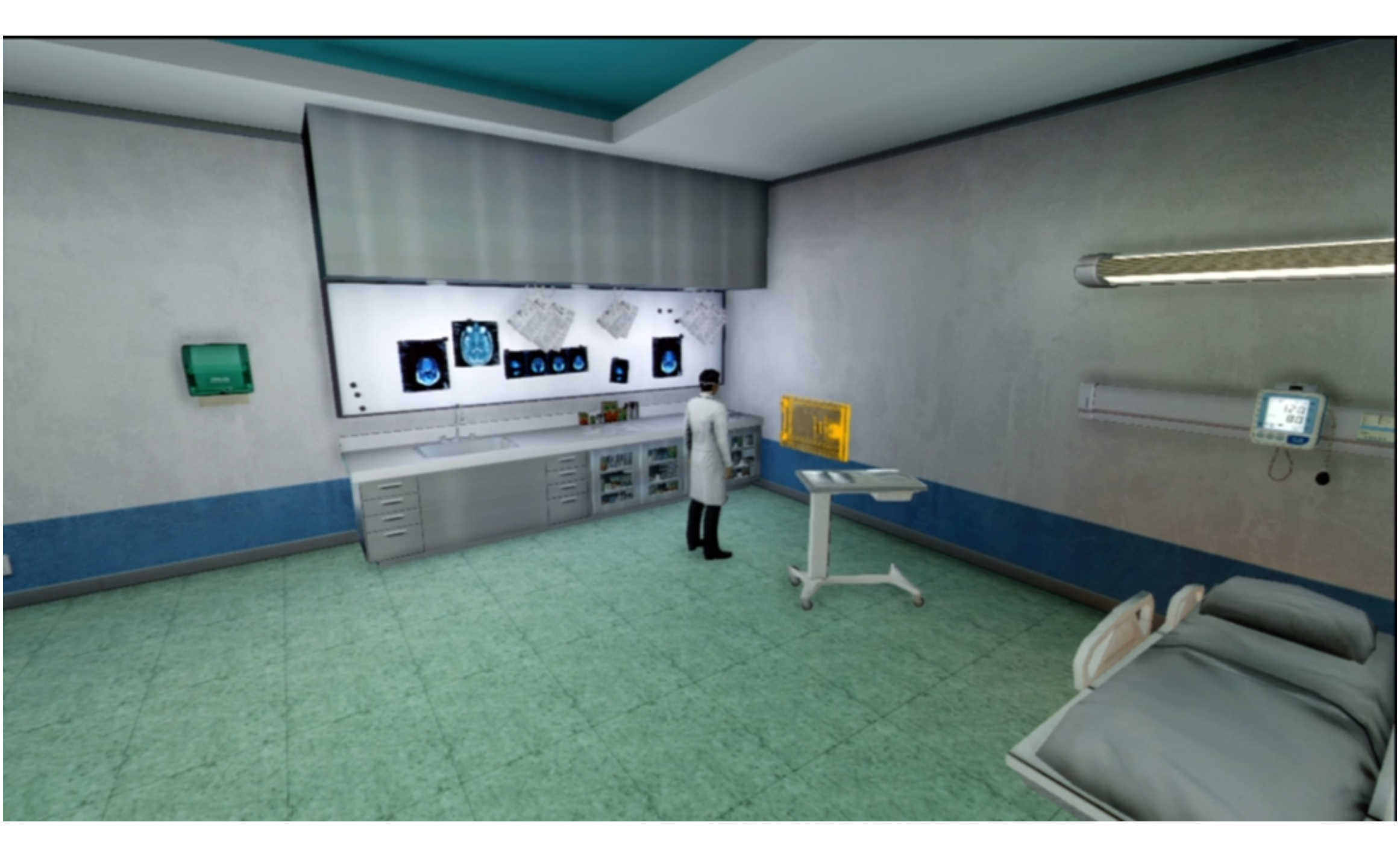


One of the Jade Statues can be found at the reception desk by the entrance.



The hospital records can be accessed in the area just past the main reception room. A nurse challenges your presence, but she can be Fast Talked into buzzing off. You'll need to hack the computer the nurse was protecting, but fortunately nobody notices this. From the records, it appears that Dr. Tsang is doing suspiciously large numbers of kidney transplants.

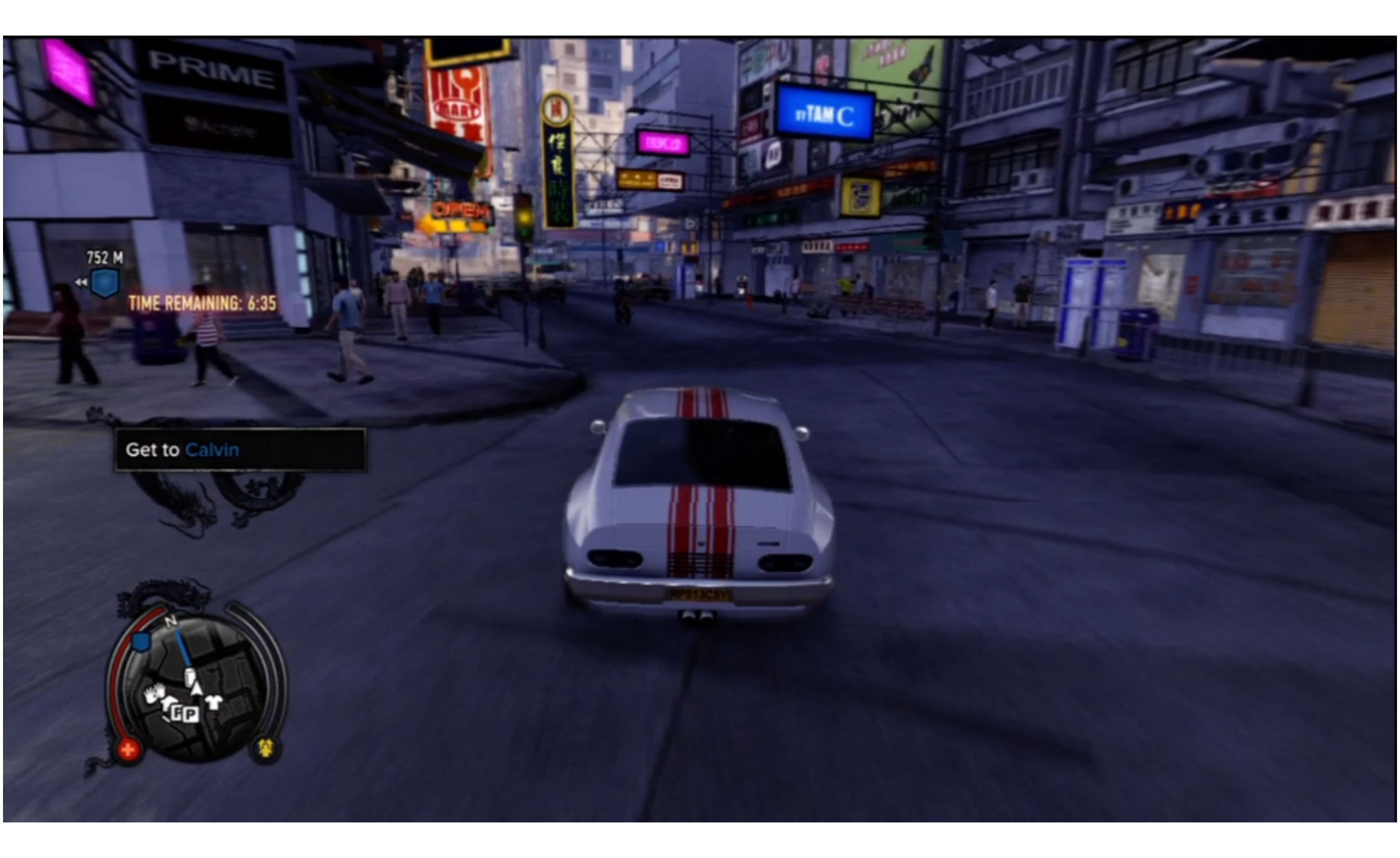




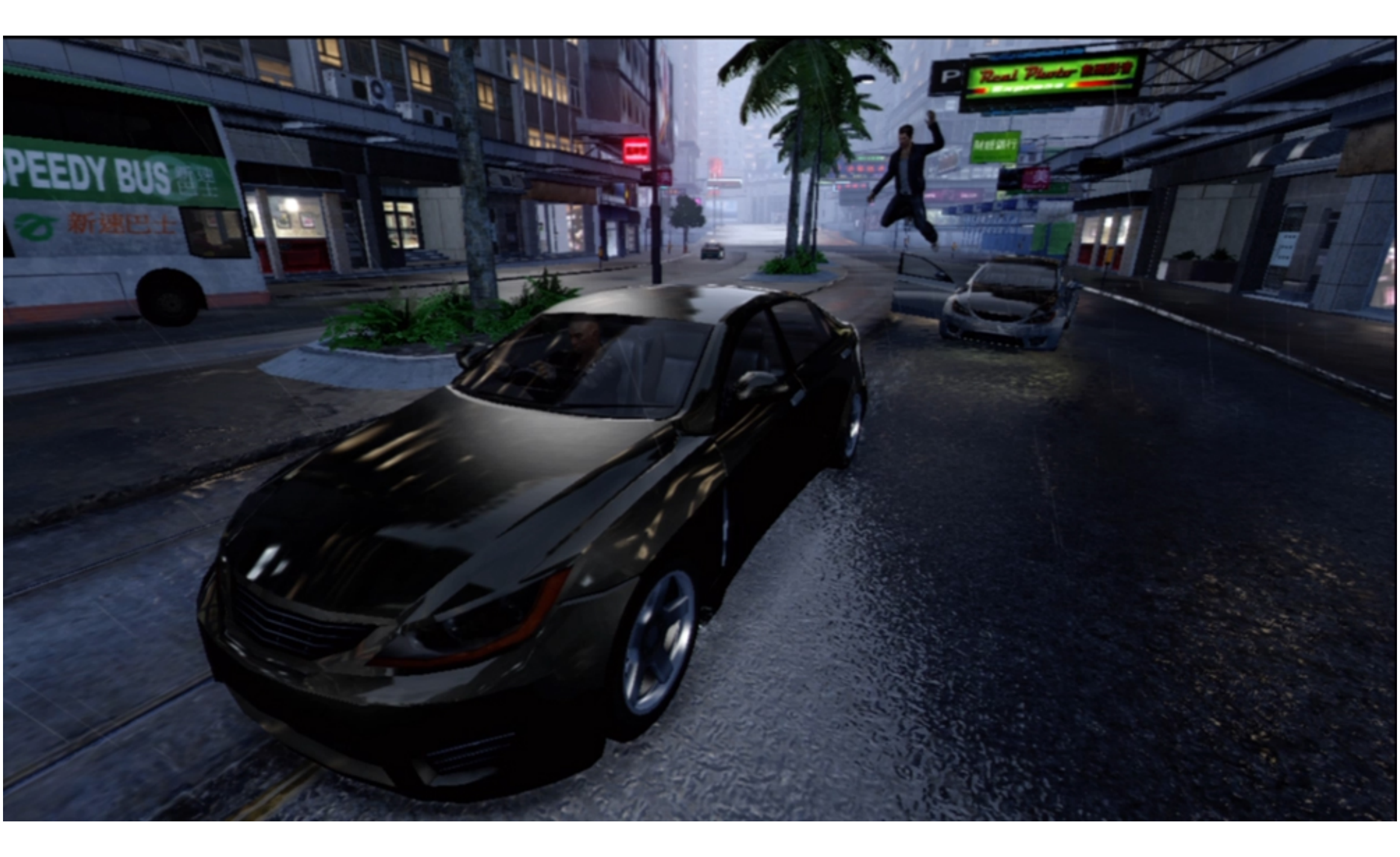
You need more evidence, and the best way to get that evidence is to bug Tsang's office. You have three minutes to get into the office, plant the bug in an air vent, crack open his safe and, of course, escape before you're caught.

The information you find is damning. Dr. Tsang is meeting with Four Finger Wu, an 18k Red Pole, somewhere in Kennedy Town. Leave the office, but if you're fast enough, you can catch the tail end of a conversation Tsang is having over the phone regarding his business dealings. As you return to the reception area, Inspector Teng calls for an update. After this, return the clothes back to the ambulance to wrap up the second lead. You'll have to wait until Teng gets actionable intel from your planted bug before you can proceed to close the case.

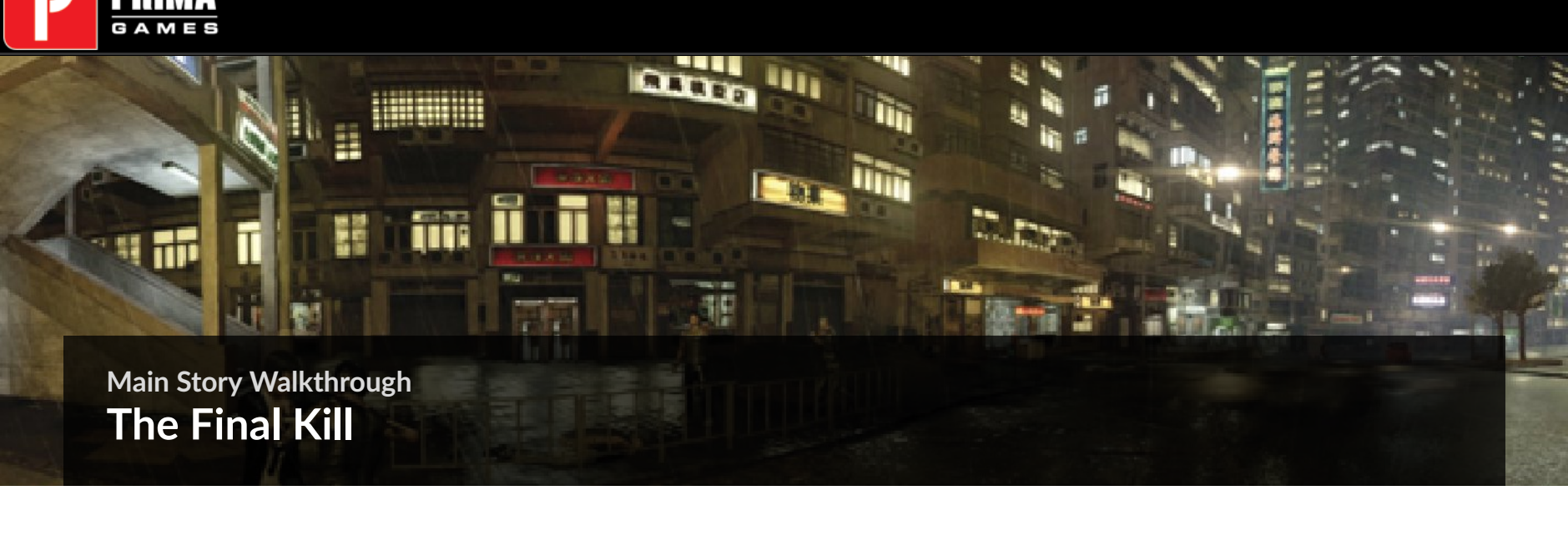
Lead Three: Prevent Murder, Close the Case



Call up Inspector Teng to inform her that she needs to stay on the wiretap. She responds by saying that Tsang already has a patient, and that he and the 18k have picked out a donor: Calvin, another member of the Water Street Gang. They already have a head start on Wei, saying that Calvin is located somewhere in Central. You've got eight minutes to find and save him. There is one catch: Wei can't let Calvin see him. After all, the only way Wei could possibly know Calvin was in trouble would be because Wei's a cop.



You arrive at Calvin's location just in time to witness him being thrown into the trunk of a car. You have to Action Hijack the Triad car, and then drive fast enough so that Calvin doesn't get it in his head that he can jump out by himself. Drive the car to the stash spot and leave it there. Afterwards, call Inspector Teng to update her on the situation. You get a reward for finishing up the lead. Afterwards, Teng calls Wei to let him know that Dr. Tsang confessed to his crimes. He'll likely be sent to a maximum security prison, but his chances of surviving his sentence are very slim, due to his actions. You earn another small cash reward for your trouble. The case is closed!



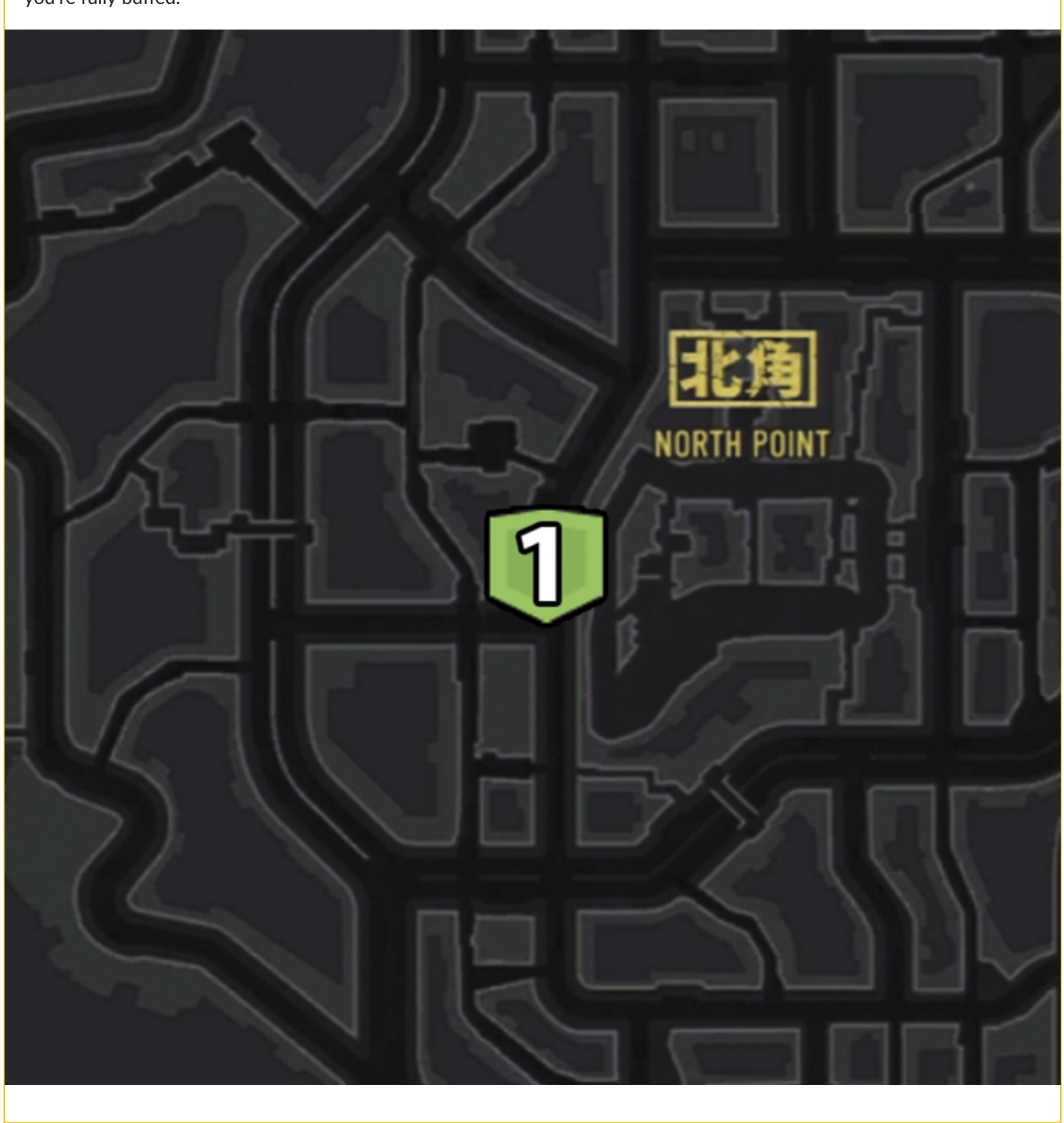
Main Story Walkthrough

The Final Kill

Preceding Missions: Loose Ends (Main Story), Mrs. Chu's Revenge (Main Story), Serial Killer (Case Three)

At the Golden Koi, Mrs. Chu is cleaning up after her "questioning" of Johnny Ratface. Apparently, "Sammy" used to eat in the kitchen every day as a youngster. And now, as "Dogeyes," he betrayed and murdered his friend and his friend's fiancé. The business, as she says, drives people crazy. She believes it was all her fault in the end, to have pushed Winston into the Triad and ultimately got him killed.

One last person remains to answer for this: Dogeyes. Bring him to Mrs. Chu. Get ready for a big battle, and make sure you're fully buffed.



Click here for interactive maps

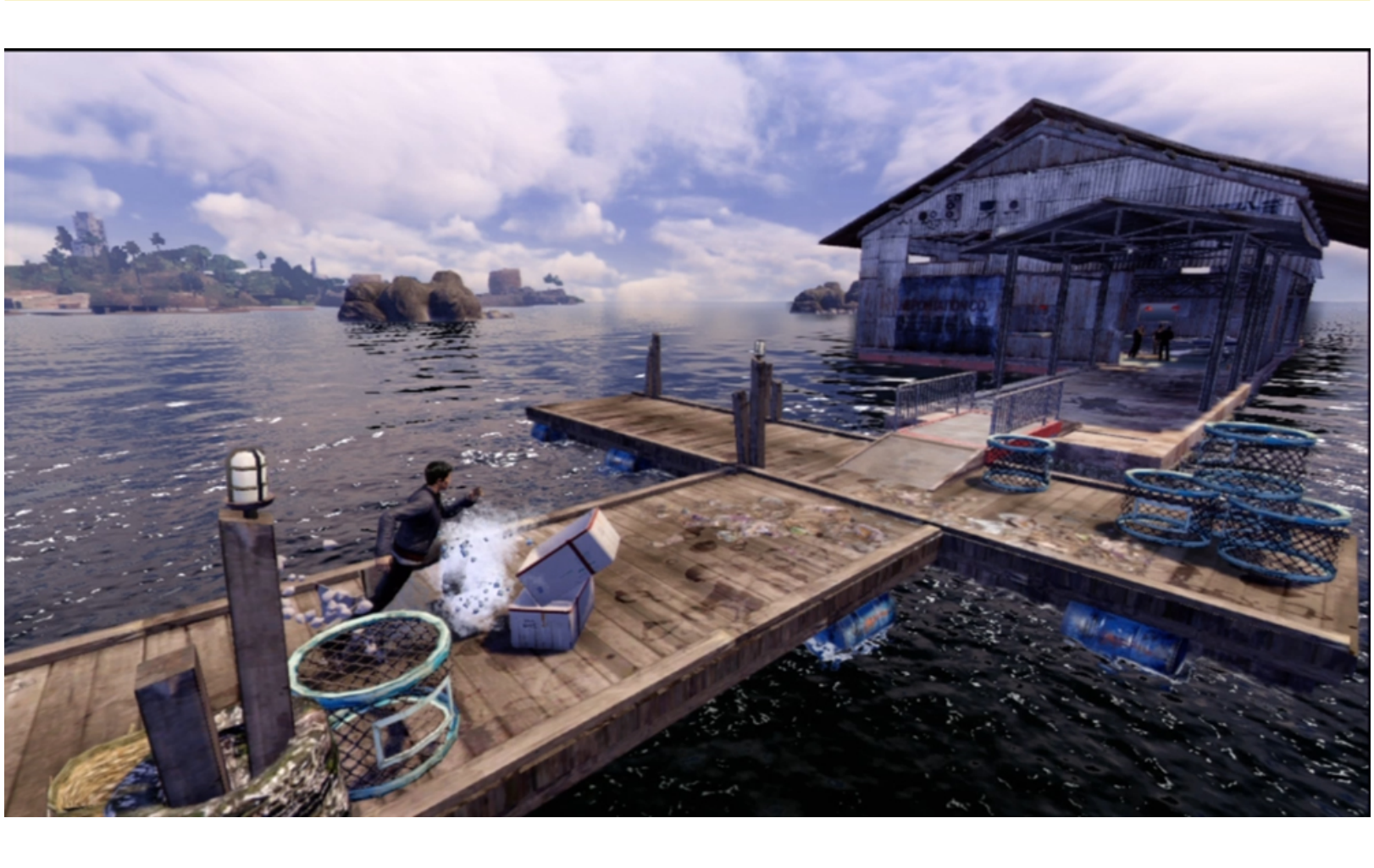
Mission Unlocks: None

Job and Minigame Unlocks: None

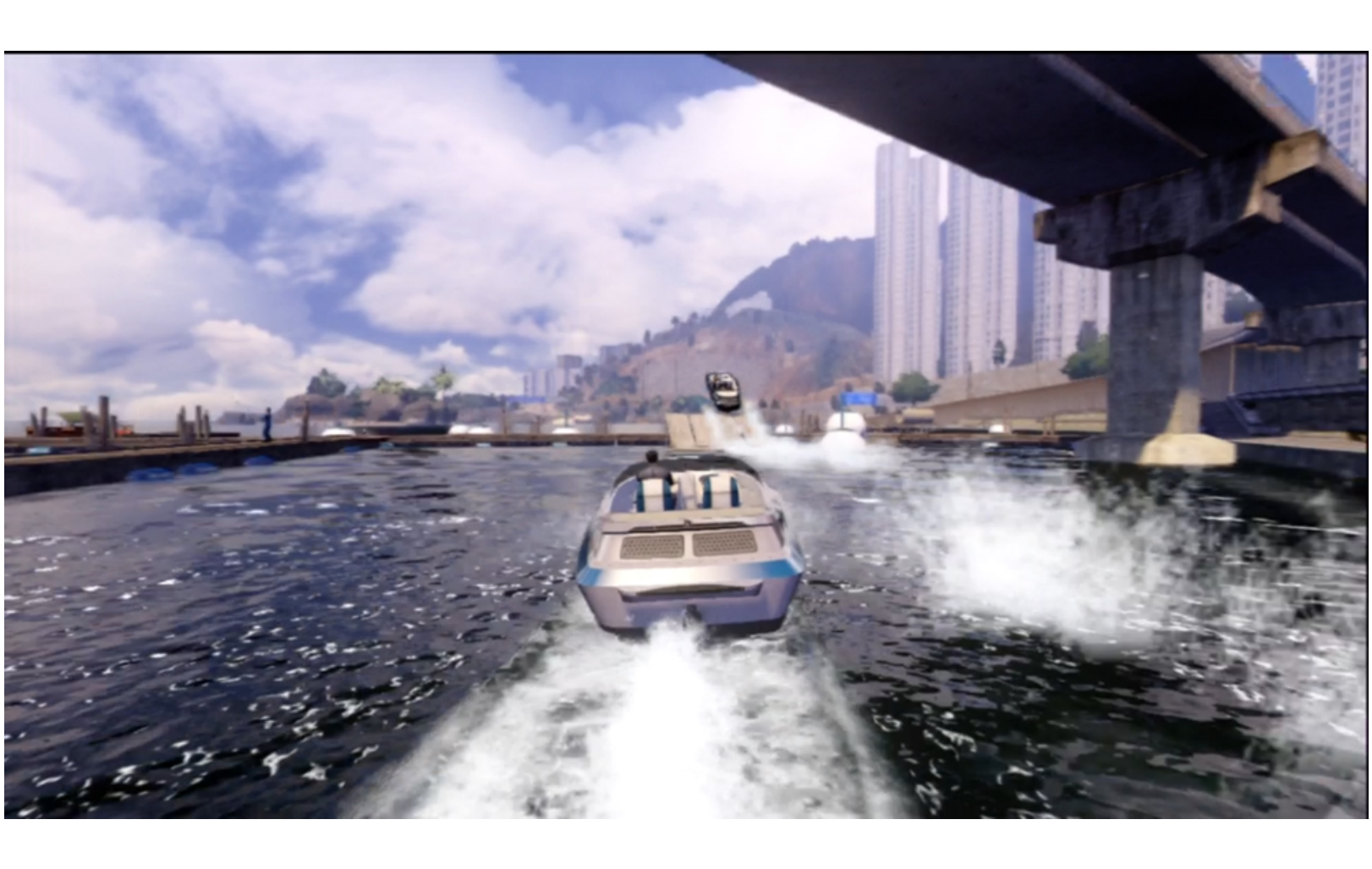
Event Unlocks: None

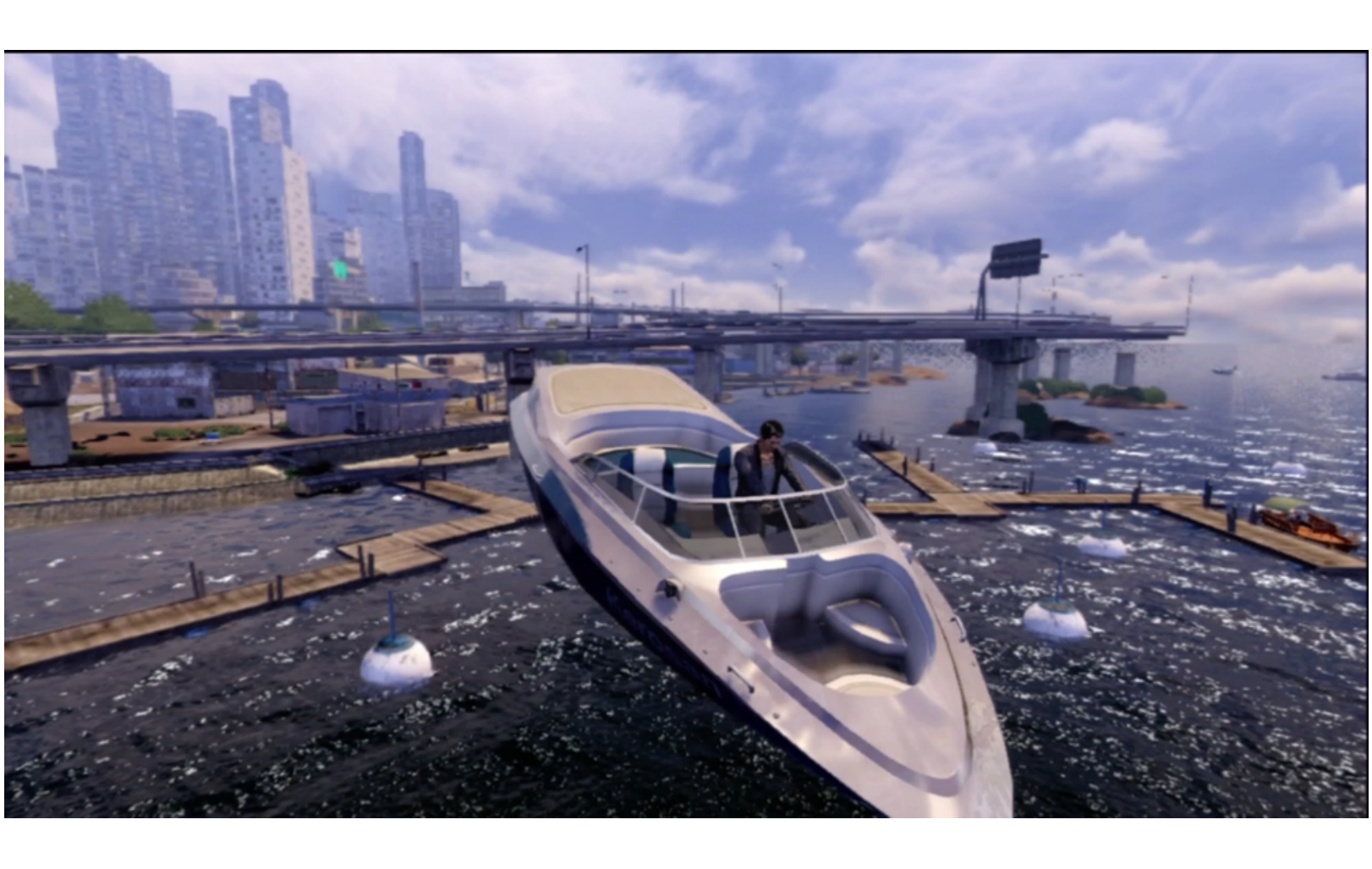
Favor Unlocks: None

Rewards: HK $5000, Field Report—Broken Nose Jiang



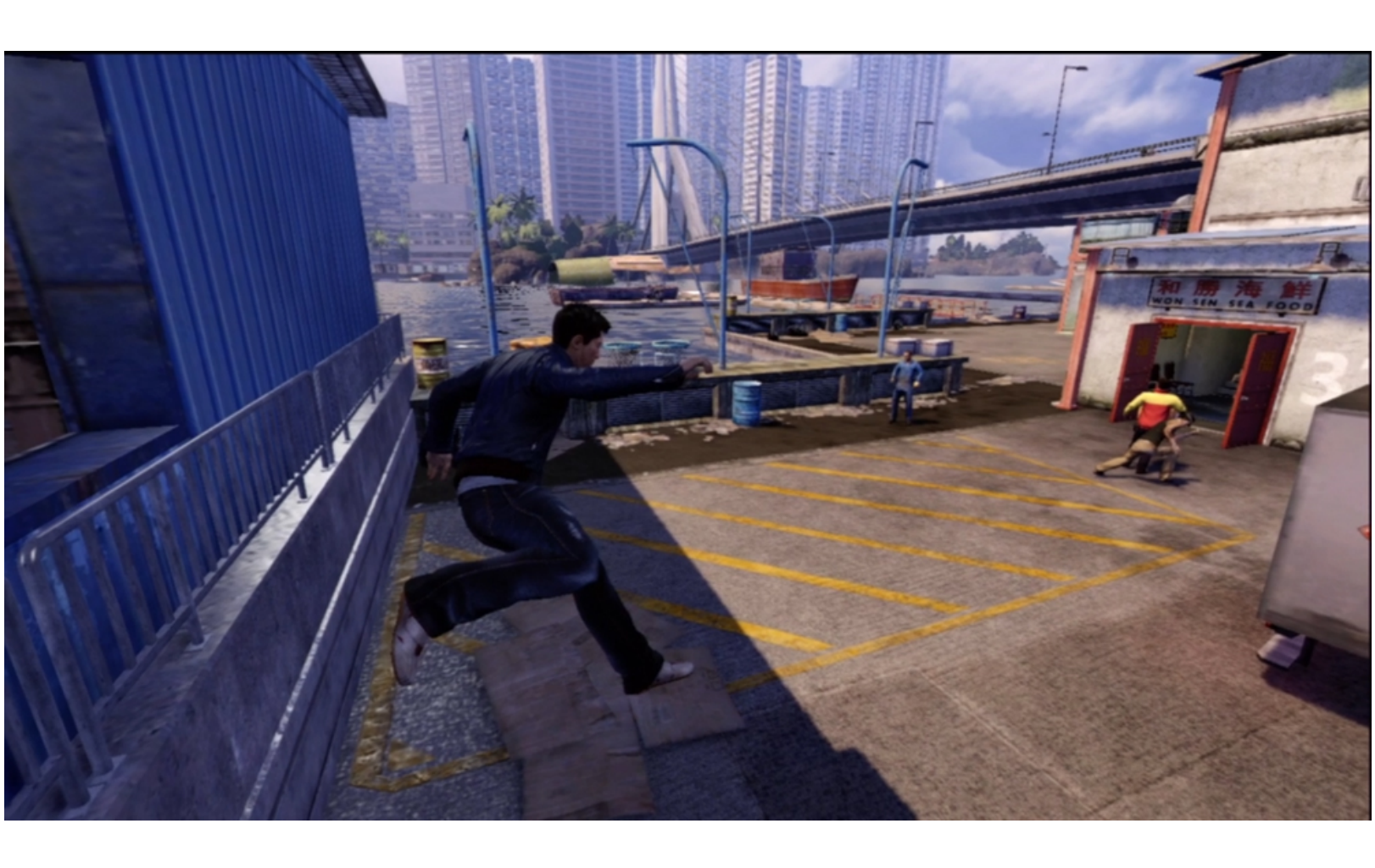
Dogeyes' hangout is a short drive from the Golden Koi, a long disused dock just beyond a roadside rest area. When you arrive, you'll need to climb up a hill to see the dock. No guards are present to stop you. As soon as he sees you, Dogeyes bolts for a nearby speedboat and tries to escape. Wei climbs into another boat to give chase.

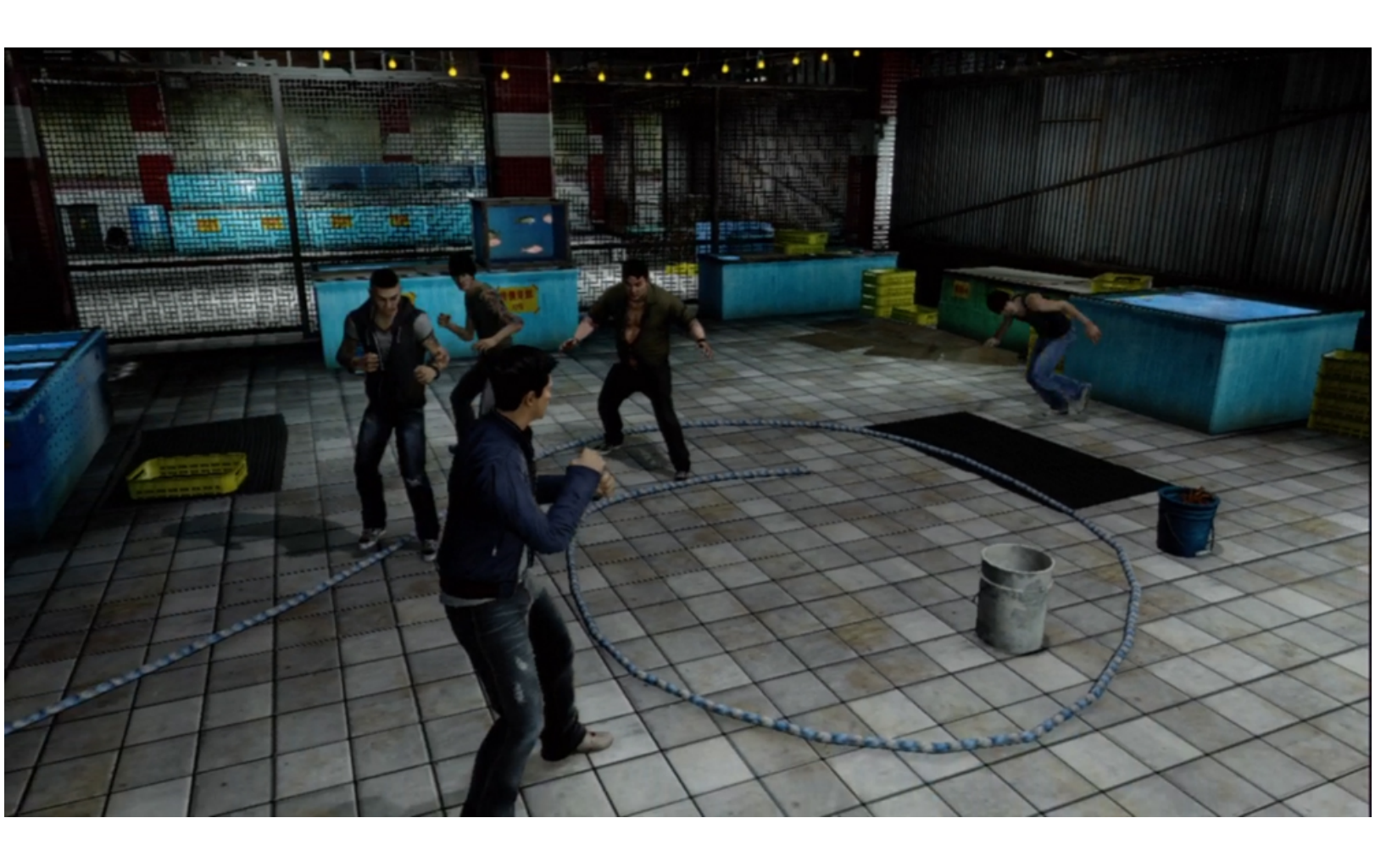




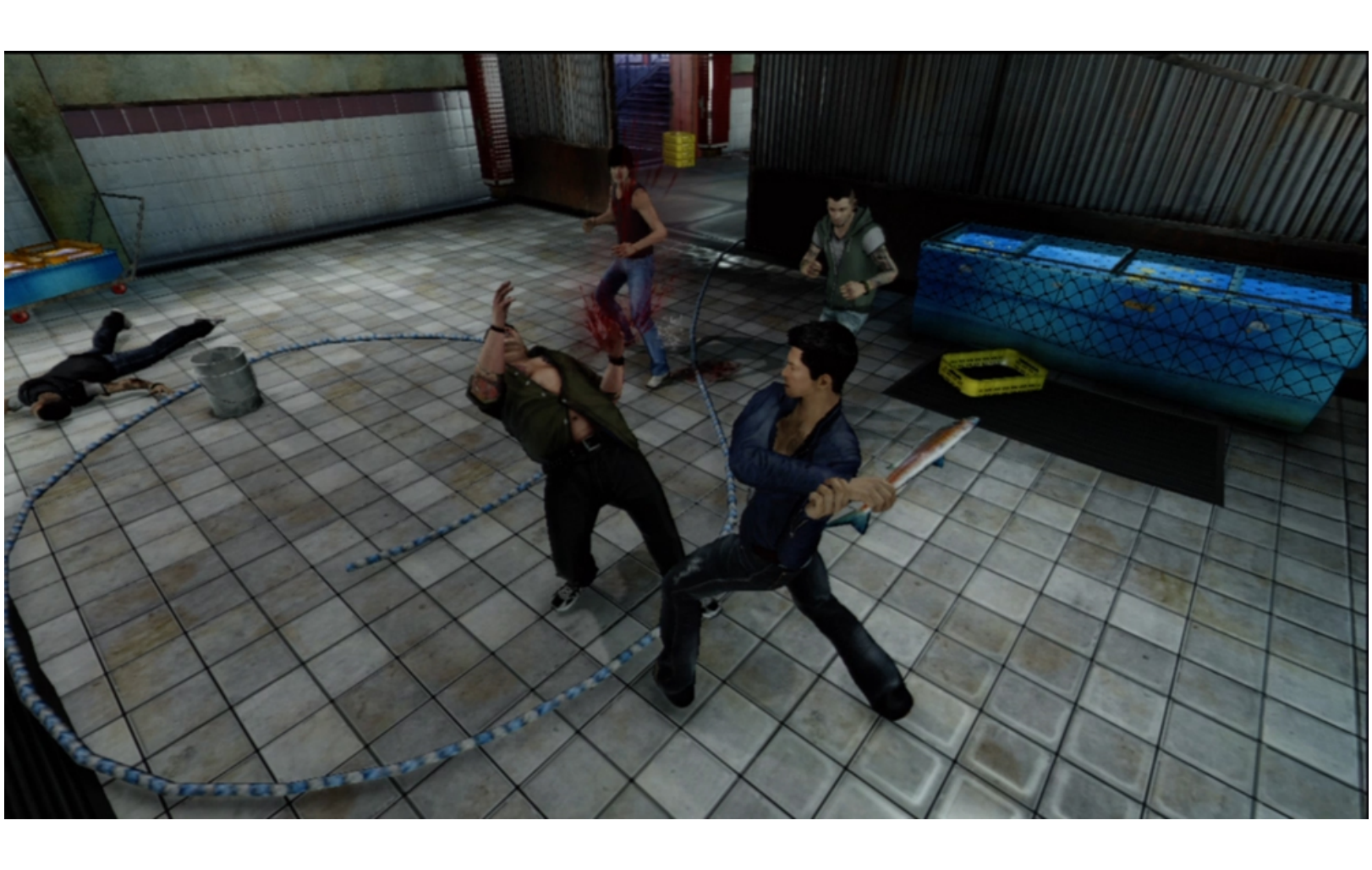
Boats decelerate much slower than any car you've driven, and their steering isn't as sharp. Your only goal during this chase is simply to follow Dogeyes, and the safest way to ensure that is to follow his route as closely as possible. Steering will require some finesse on your part. It's quite easy to over steer and ram into obstacles that slow you down enough for Dogeyes to get away.

During this chase, Wei calls up Duke on his smartphone, telling him to get to the docks as soon as possible. He's going to have to make a pick up very shortly.





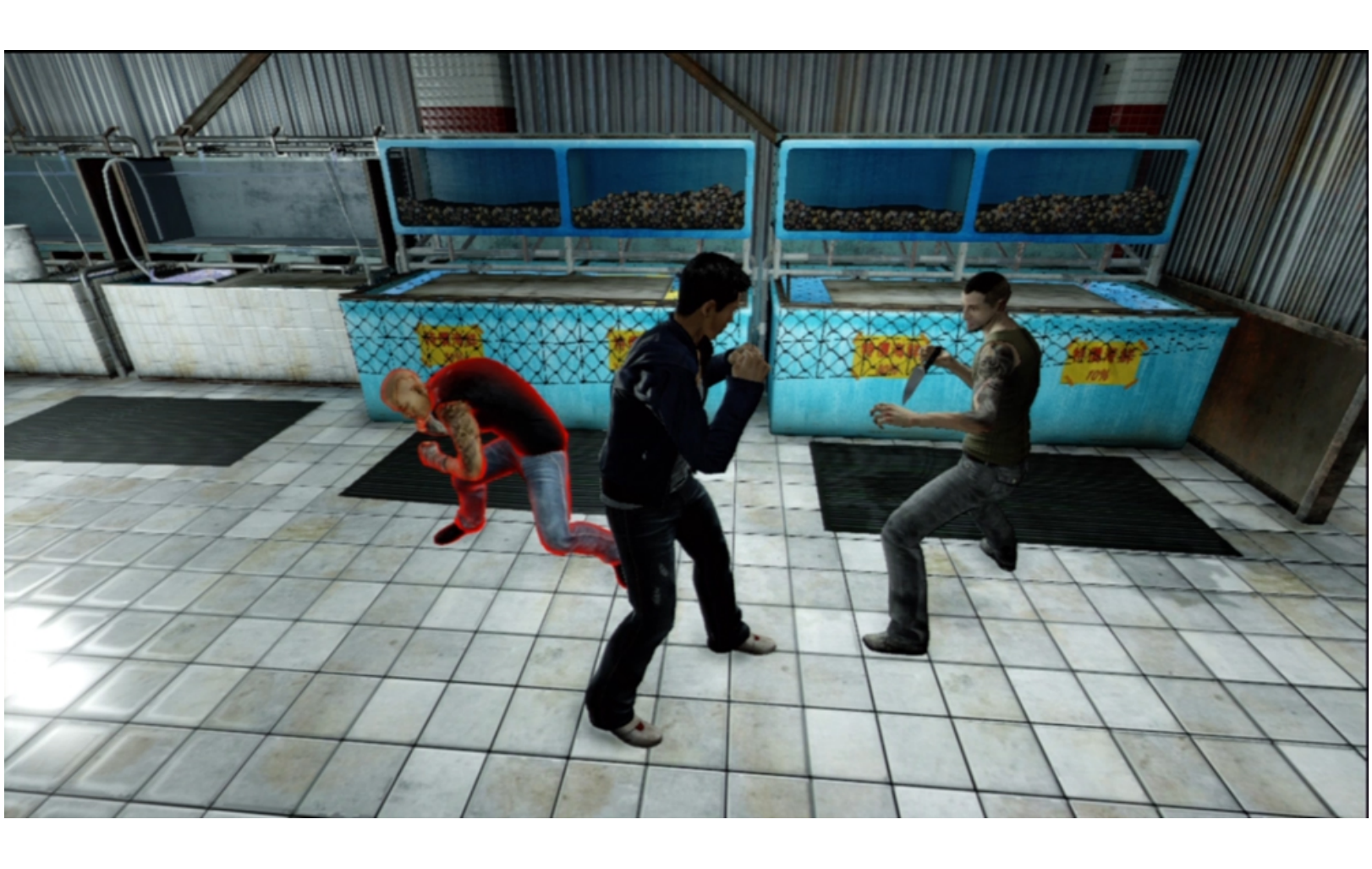
Eventually, Dogeyes leaps his boat onto another dock, and you need to pursue him. During a short scene, Wei dismounts from the boat and begins to pursue Dogeyes on foot. It's a short chase, and Dogeyes leads Wei to an ambush inside the fish processing plant.



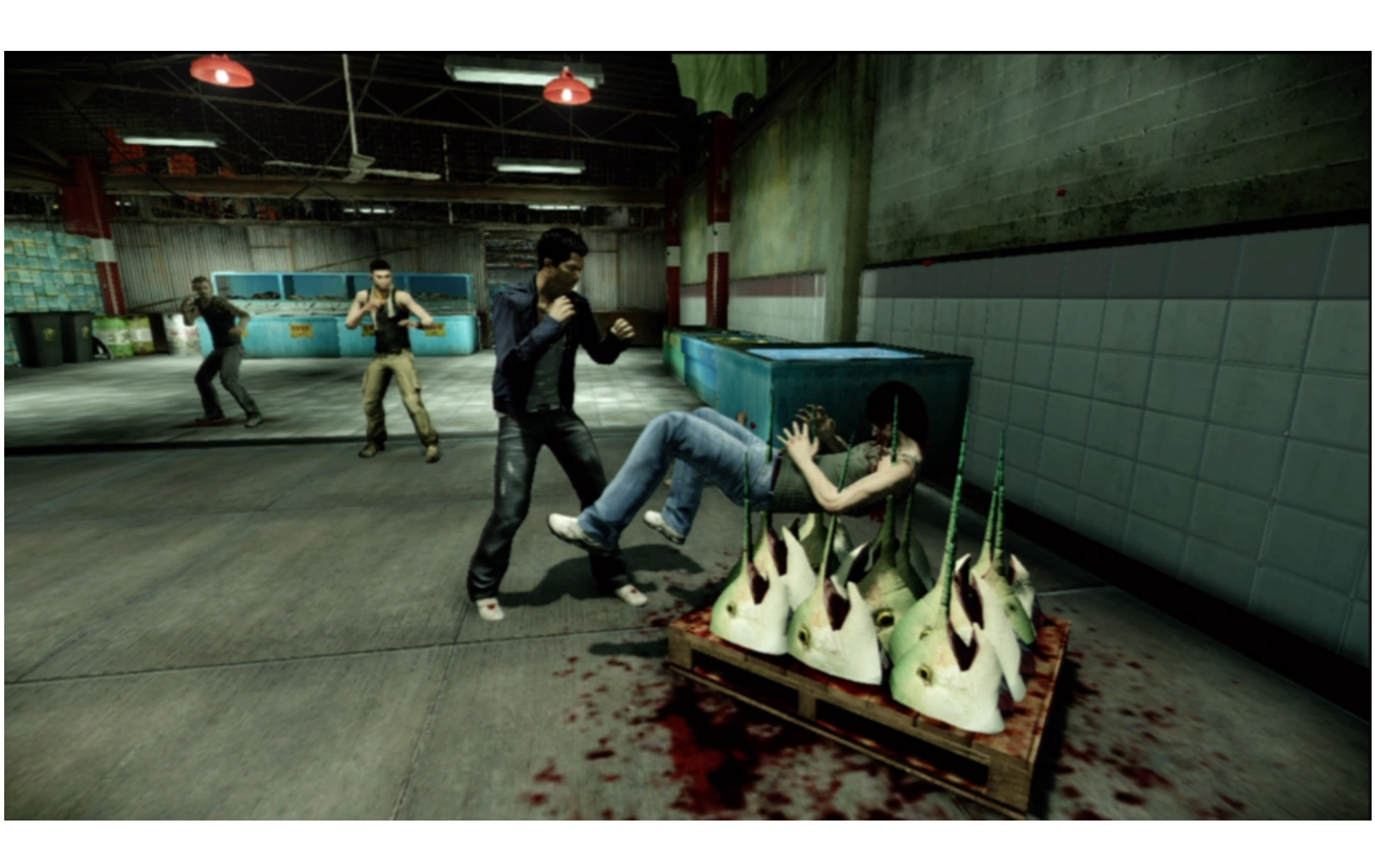
Five thugs make up the first ambush, one of whom is a Grappler. Focus on bringing down the regular thugs first to help better the odds, then go to work on the big guy.

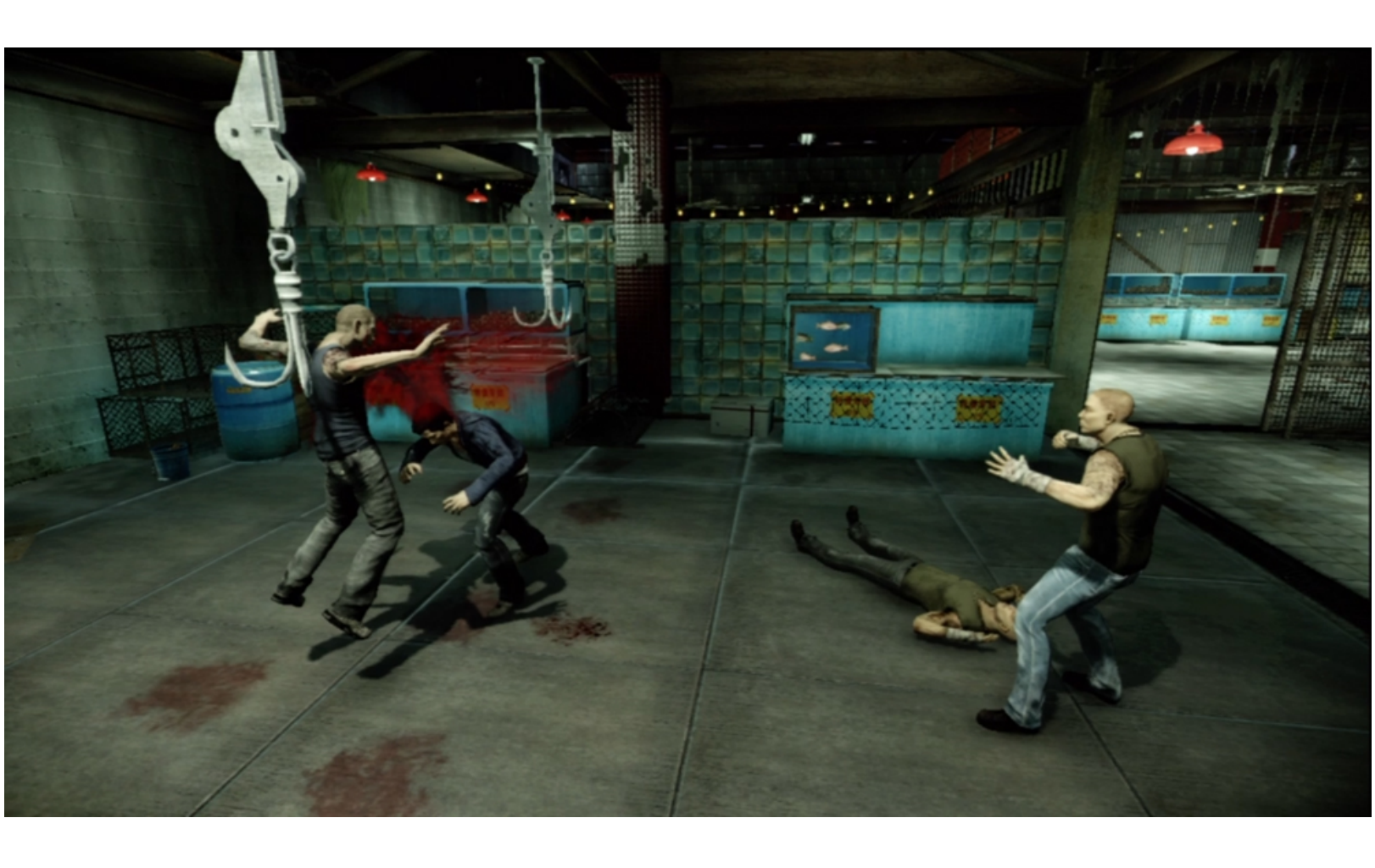
Note

If you are still of the opinion that Raymond's concerns regarding Wei Shen's violent tendencies are all unfounded, this processing center is the place to show just how wrong you are. Meat hooks, fish tanks, pools filled with electric eels, and heads of swordfish mounted on racks—all of these are available during every ambush that ensues here. Combining all of this with Wei's growing martial arts talent, and you've got a kid in a gruesome candy store.



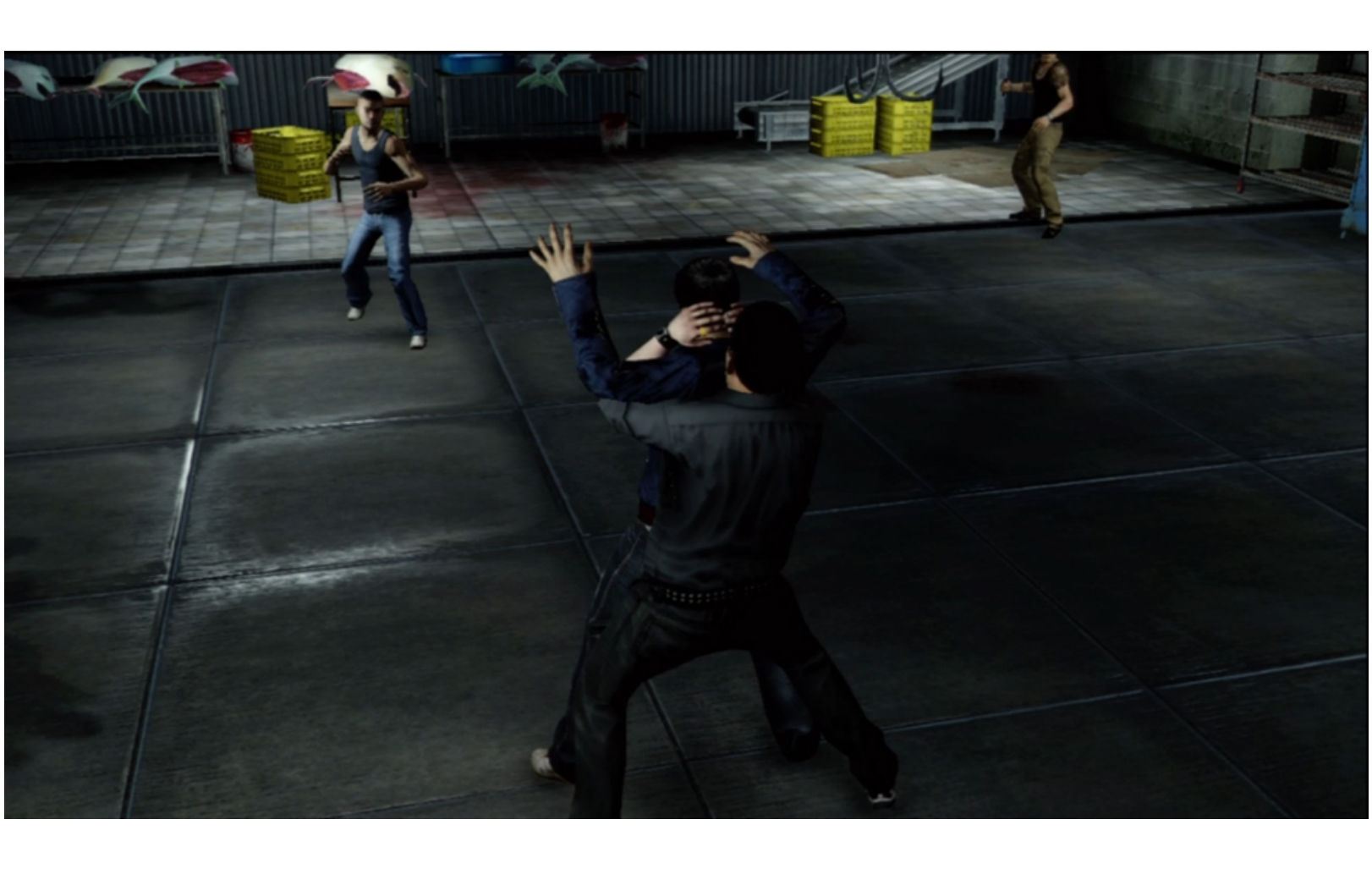
After the first ambush, pull open the gate that Dogeyes had shut behind him to encounter two more of his men. One is armed with a knife, so focus on him first. When these two are downed, pull open the next gate. Take the knife with you for the next fight.

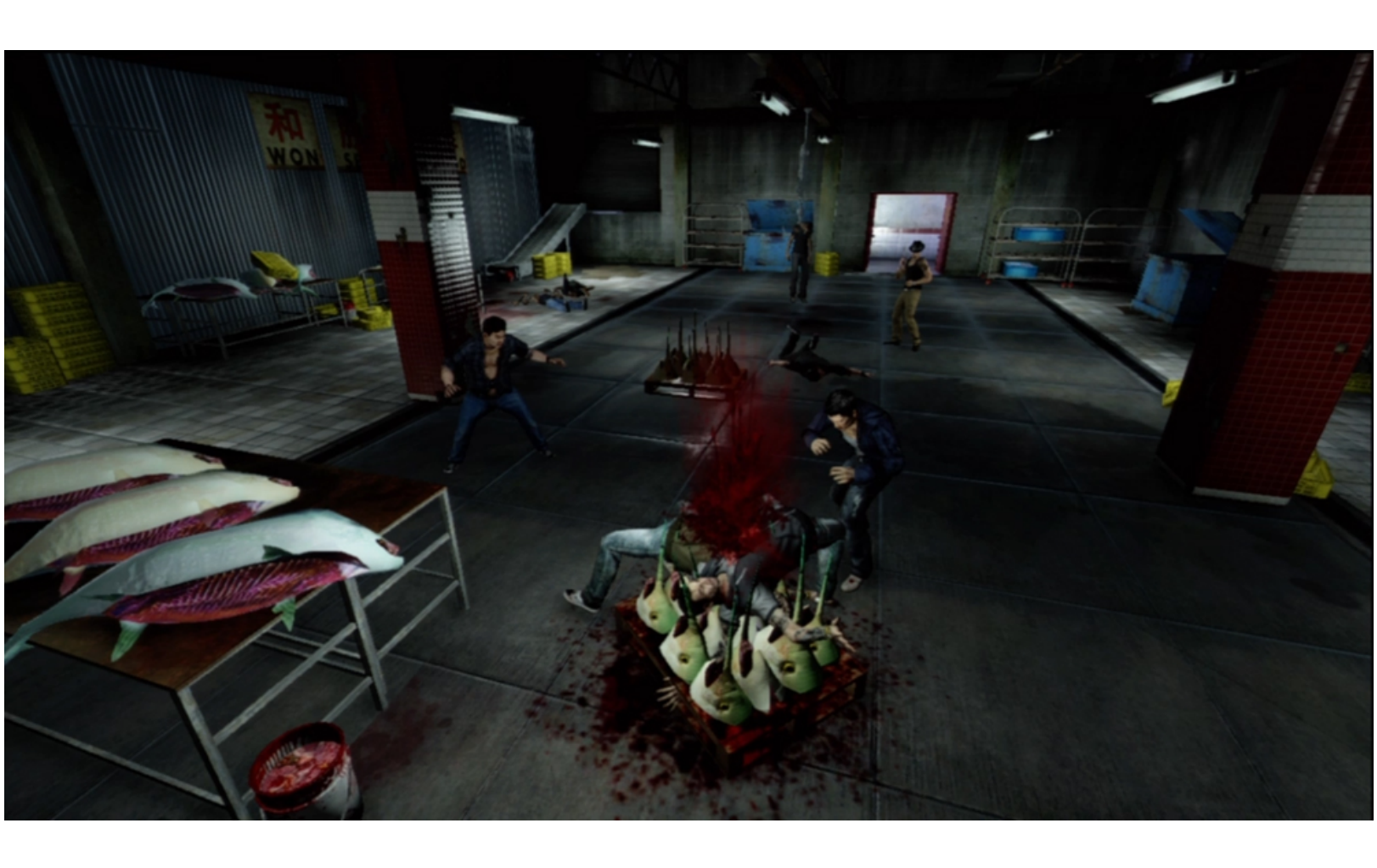


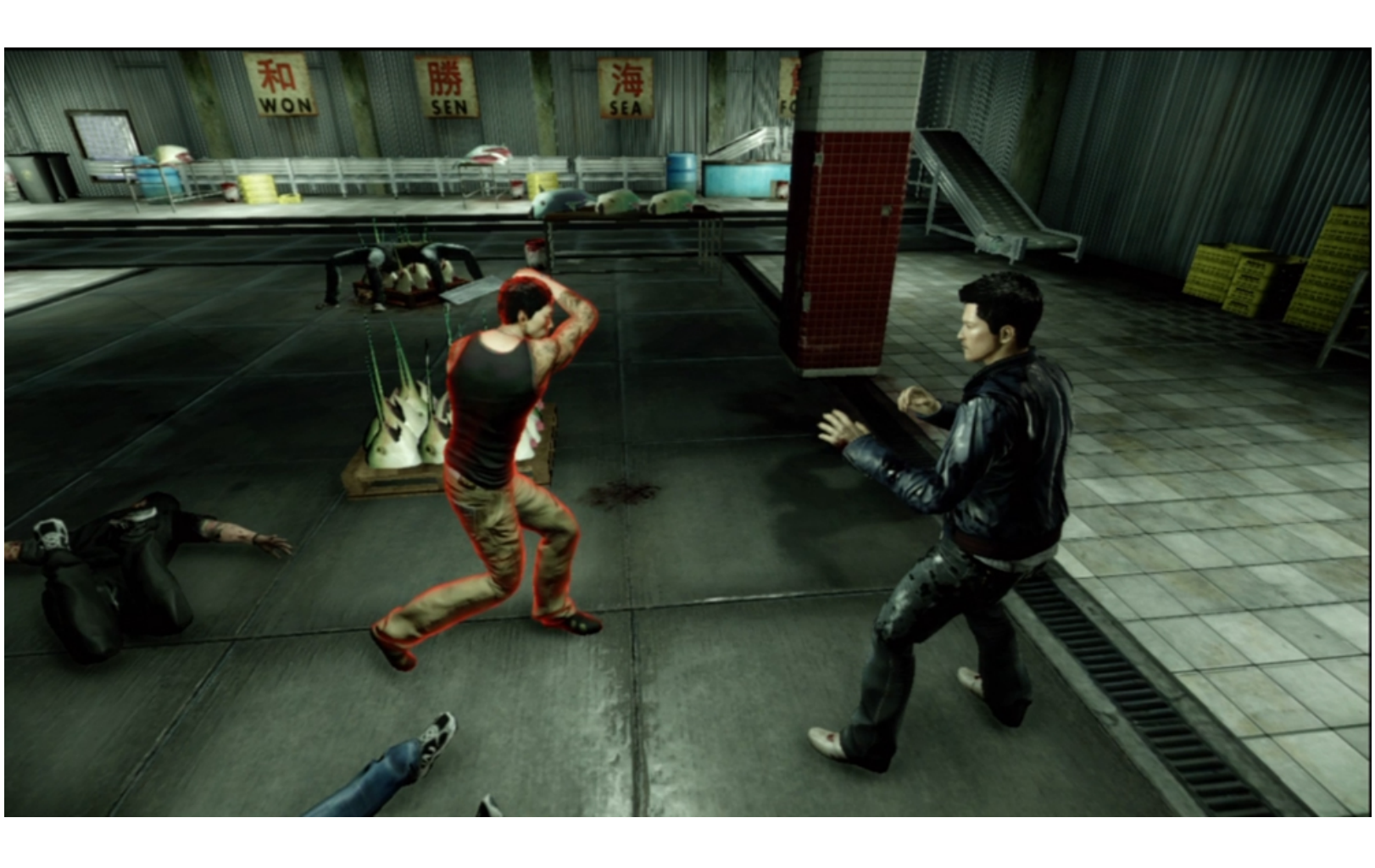


Six men make up the third ambush, including a pair of Brawlers. There are many environmental hazards to use to help speed through this fight. Try to get rid of the Brawlers first, since they tend to be rather annoying with their unstoppable punches and kicks. Once these guys are finished, pursue Dogeyes into the processing area.

Dogeyes pretends to plead for his life as he creeps up behind Wei, saying that it had been nothing personal to kill Winston, it was merely business. His pleading becomes very real when Wei surprises Dogeyes and slams him against a table. He tries to bribe Wei with business connections to Big Smile Lee. As Wei drags him away, another thug ambushes Wei, and Dogeyes breaks free. Instead of running, he joins his remaining men in another ambush.

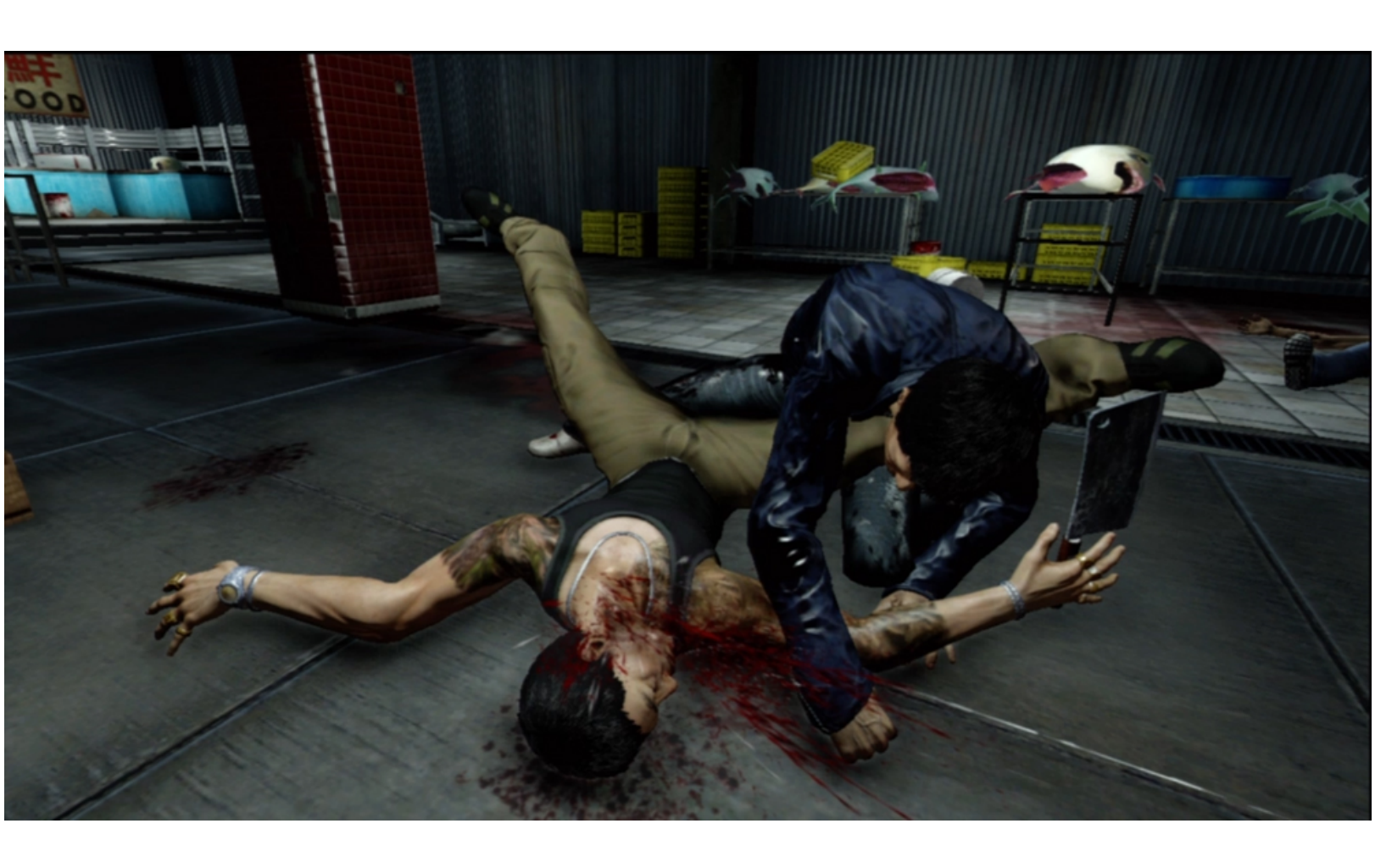


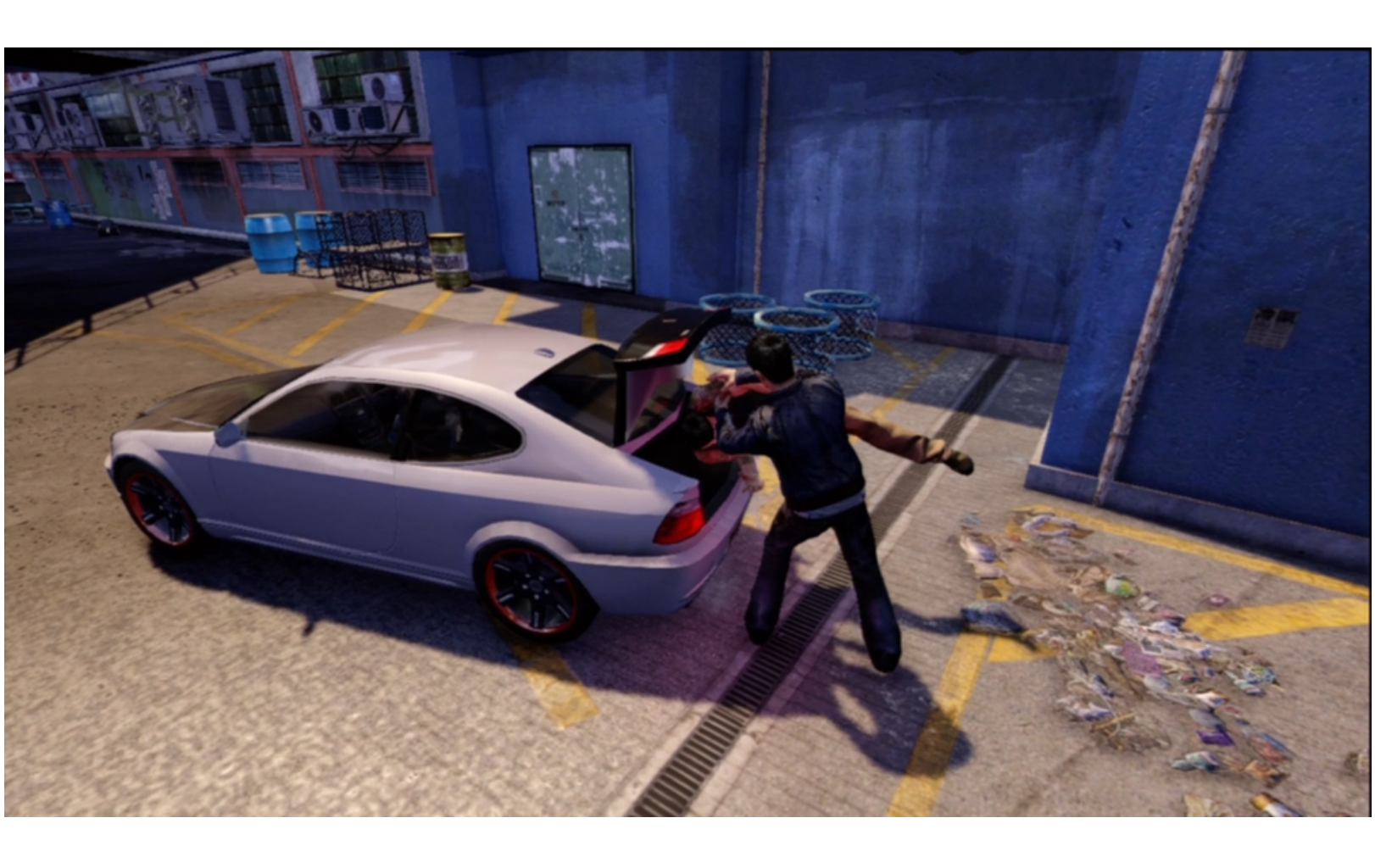




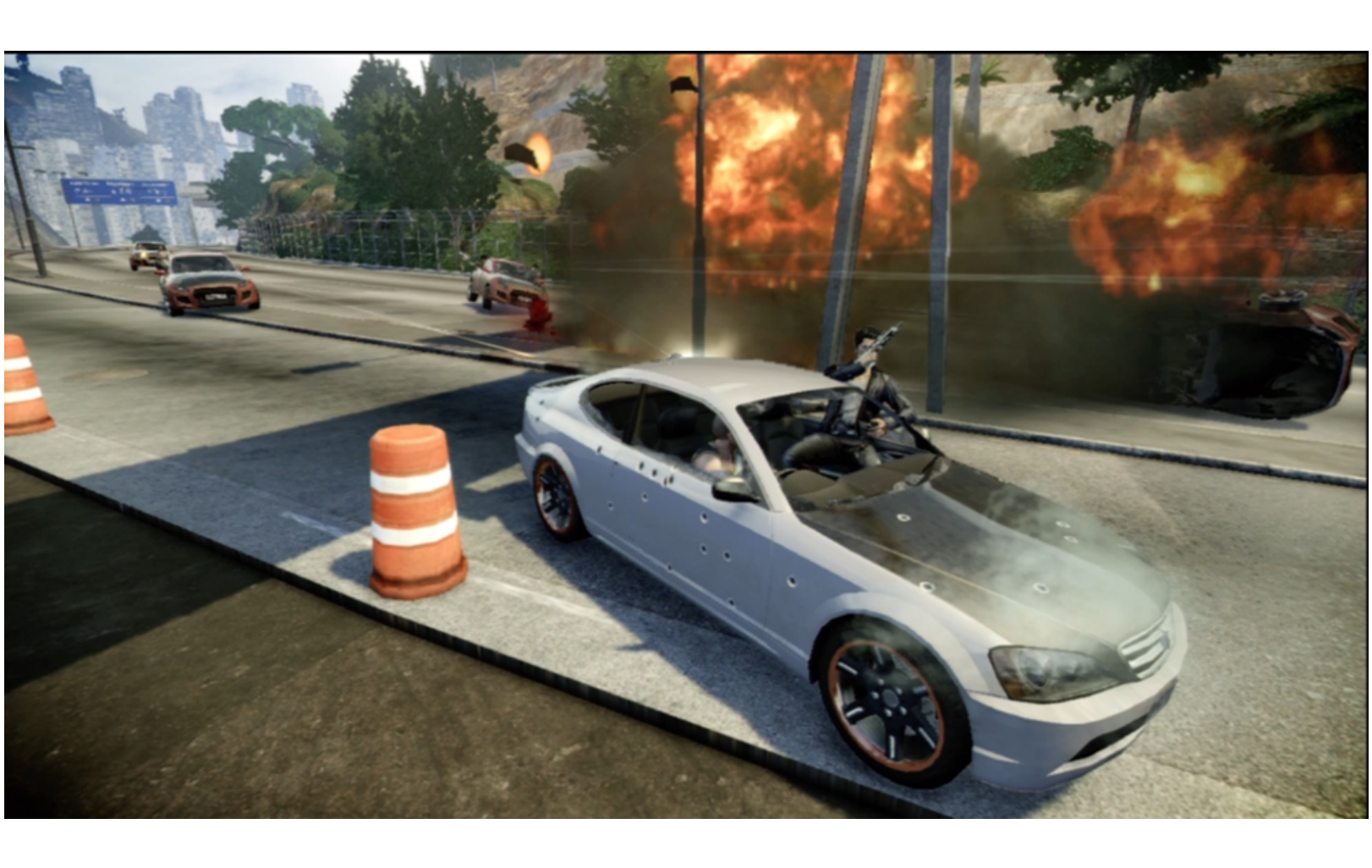
The Grappler who ambushed Wei has him in a hold, while other thugs close in to use him as a punching bag. Make sure you kick any nearby enemies first to stun them before trying to escape the hold. Dogeyes can't be dealt with until you destroy his small army of backup.

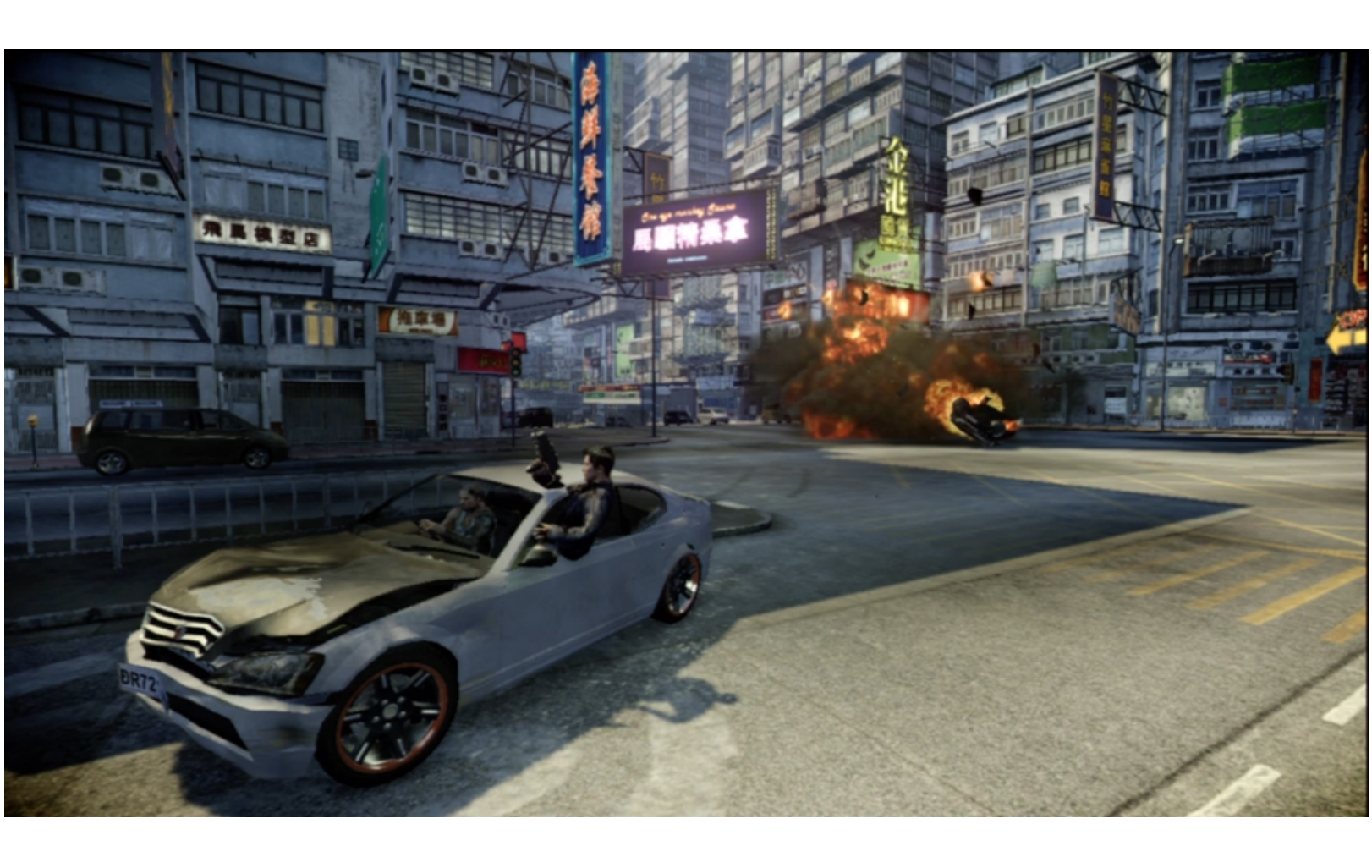
Once you've isolated Dogeyes, he comes at you with a meat cleaver. Concentrate on Countering his attacks to open him up to longer combos.





With Dogeyes beaten into relative submission, drag him to the exit, where Duke is waiting with his car. Stuff Dogeyes into the trunk of the car, and then climb into the passenger seat. Duke is nervous about the plan and wants to finish off Dogeyes now, but Wei insists that they must bring him to Mrs. Chu.



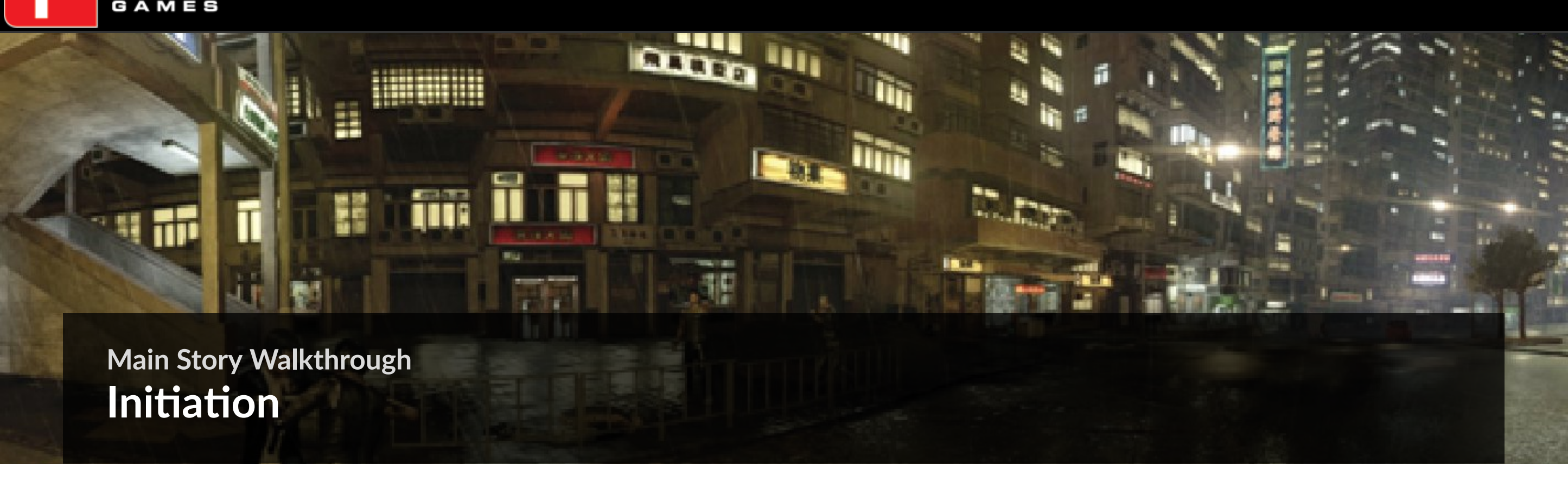


Cue the pursuing brigade of Triad members. You have to be spot on with your shooting. There's a lot of gunmen, and Duke's car can only take so much abuse. Aim for those tires! The chase eventually winds down as Duke enters North Point and gets into the Water Street Gang's territory. Once he pulls up to the Golden Koi, yank Dogeyes out of the trunk to go see Mrs. Chu.

She is quite happy to see "Sammy" once again. She's even prepared a meal for him, which he refuses for understandable reasons...

Dogeyes pleads once last time for mercy, but Wei genially reminds him that it's nothing personal. It's just business.

Business he will be losing sleep over for a very long time. In the morning, Wei gets a message that Uncle Po wants to see him at the hospital.



Main Story Walkthrough

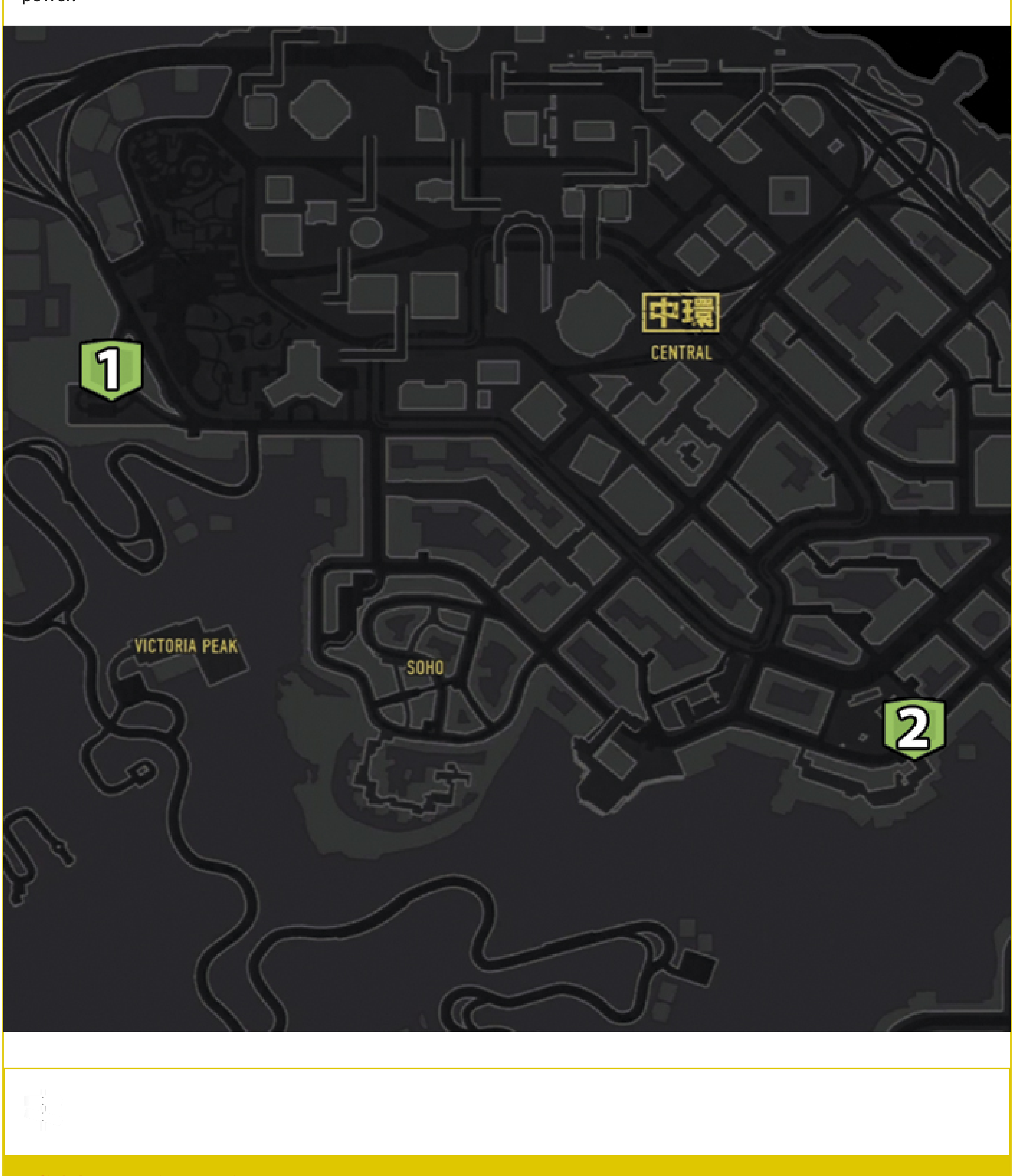
Initiation

Preceding Missions: Loose Ends (Main Story), The Final Kill (Main Story)

Uncle Po has gathered Big Smile Lee, Broken Nose Jiang, and Howard “Two Chin” Tsao to his hospital bed, along with his trusted lieutenant, Pockmark. Po is pleased to see Wei, saying that it is time for him to be promoted to Red Pole. He implores that Big Smile Lee and Wei end their feud, as their true enemy is the 18k.

As part of his initiation, Wei is given a target to assassinate: former Sun On Yee member, Yung Leong. He has been selling drugs to school girls, against orders. To keep selling he switched sides to the 18k, and must pay for that with his life. Pockmark says to bring any member of Wei’s gang who has not yet been formally initiated.

With Uncle Po’s current state, Uncle Po is in no condition to lead the Sun On Yee until he recovers. A temporary Chairman must be selected. Jiang suggests Two Chin for the role, a shrewd move that temporarily stymies Big Smile Lee’s bid for power.



Click here for interactive maps

Mission Unlocks: Dockyard Heist (Main Story)

Job and Minigame Unlocks: None

Event Unlocks: None

Favor Unlocks: Pied Piper Redux, Escort an Ally Redux, Show What You’ve Got, Show What You’ve Got Again

Rewards: HK $100000, Aberdeen Boathouse, Casefile: Howard “Two Chin” Tsao

After leaving the hospital, call up Jackie. Wei can’t discuss the news in public, but he tells Jackie that he’ll pick him up from the sauna he’s currently enjoying. When they meet, Wei informs Jackie that he’s to be initiated properly into the Sun On Yee, and that Wei will become a Red Pole. To celebrate, Jackie offers to pay for Wei’s massage. It doesn’t hurt to take him up on the offer. The free Face boost can come in handy.

After taking Jackie up on the massage, drive to the target’s location, the Galleria Mall. Jackie is concerned, saying that Yung is Sun On Yee, but Wei reminds him that Yung has been dealing to kids.

You can overhear thugs talking about their illicit dealings once you get inside the mall. Move to confront them. Jackie gets split up dealing with other thugs, while four others head straight for Wei. Two are armed with knives, so be on the lookout for ways to take them out of the equation right away. Once you’ve taken out your group, go and help Jackie.

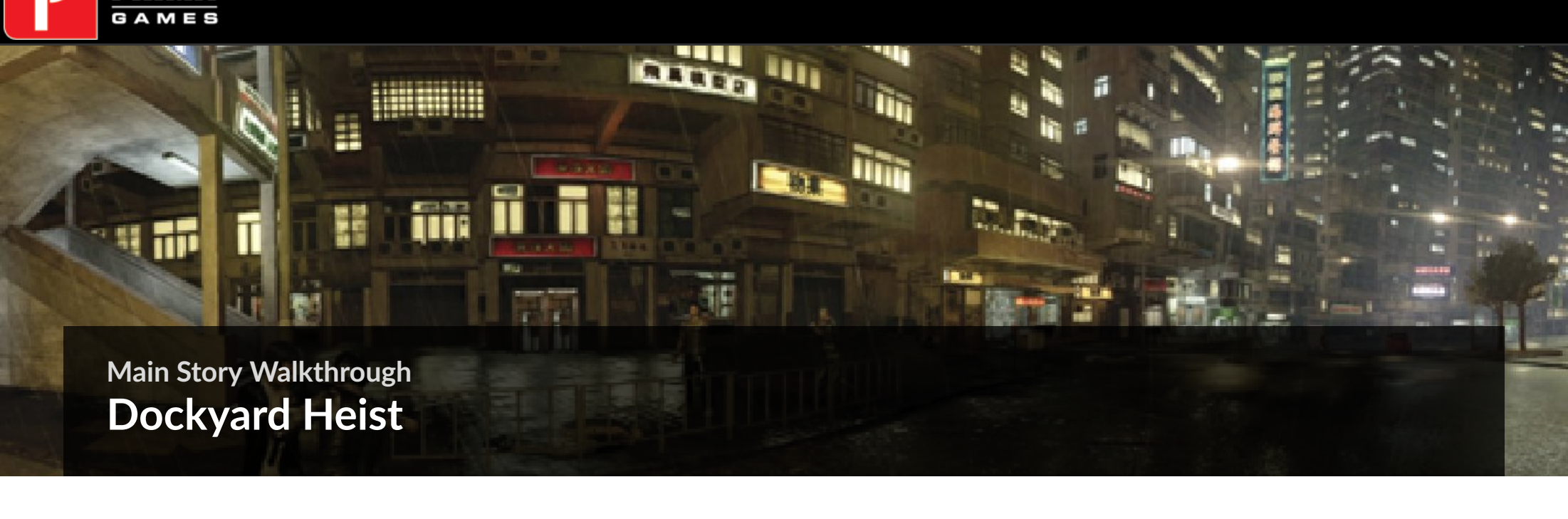
Yung and two other thugs, one of whom is a Grappler, are giving Jackie a hard time. Jump in and save your buddy. Yung can’t be harmed until you deal with his two guards. Yung himself is a tougher-than-average opponent, and becomes quite aggressive when he’s left on his own. Wear him down with Counters, followed by short combos.

In the ensuing scene, Yung continues to put up a fight, eventually managing to push Wei back and draw a gun. Jackie has his own gun, and puts Yung down for good. After this, leave the scene with Jackie and make your way to the initiation. Jackie does not feel good about his first kill, but Wei assures him the sick feeling in his stomach will fade eventually.

At the initiation, Pockmark addresses Wei, Jackie, Conroy, and Duke. He says that they are all now brothers, all Sun On Yee, and they are sworn to respect and protect each other, even unto death. No greater bond exists, and no greater punishment exists than that reserved for traitors. With this initiation, Wei Shen is officially a Red Pole.

Checking In

Another meeting with Raymond reveals the next step in the operation: the investigation of Sonny Wo, an entertainer with connections to porn and possibly human trafficking. The HKPD also intends to take in Jackie Ma, citing him as a possible source of good intel. Wei refuses to agree with the plan, insisting that Jackie is part of his cover. Raymond says that the orders come from Pendrew, and the matter is not open to debate.



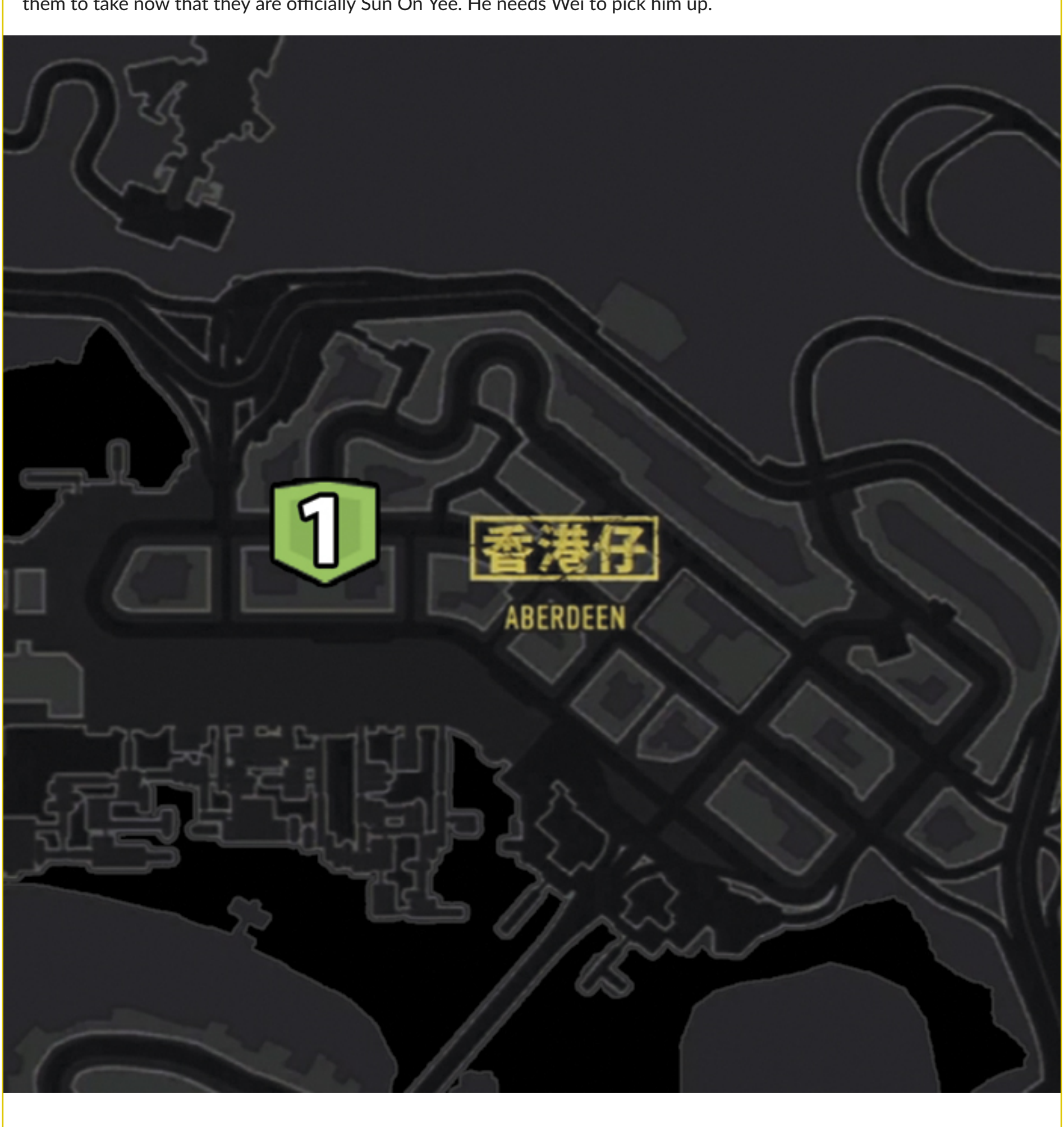
Main Story Walkthrough

Dockyard Heist

國富碼頭
INTERNATIONAL FORTUNE SHIP DOCK

Preceding Missions: Tying Up Some Loose Ends (Main Story), Mrs. Chu's Revenge (Main Story), Initiation (Main Story)

Call up Jackie after the initiation from your new safehouse. He's got a big score that he thinks will be a good move for them to take now that they are officially Sun On Yee. He needs Wei to pick him up.



Click here for interactive maps

Mission Unlocks: None

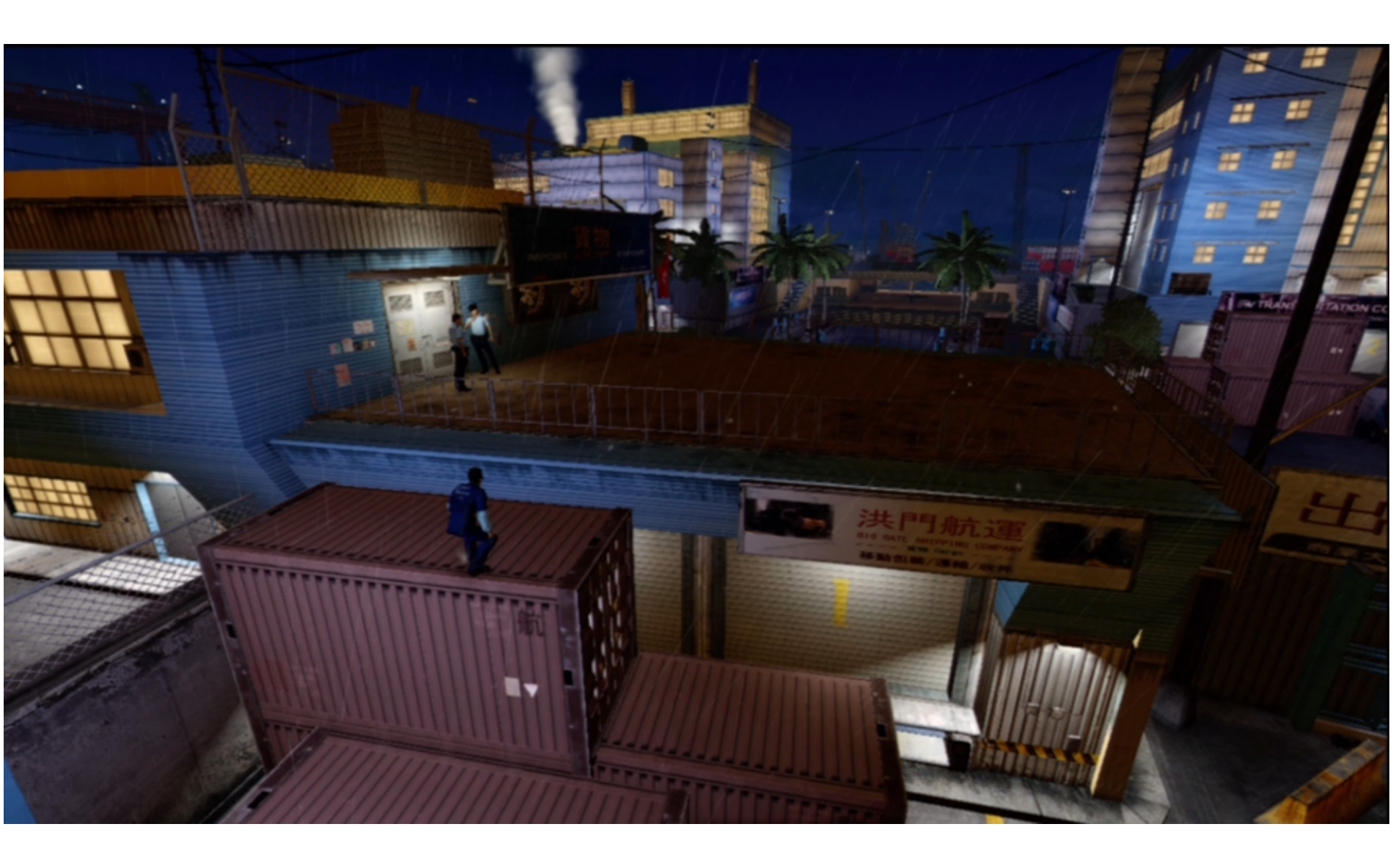
Job and Minigame Unlocks: None

Event Unlocks: None

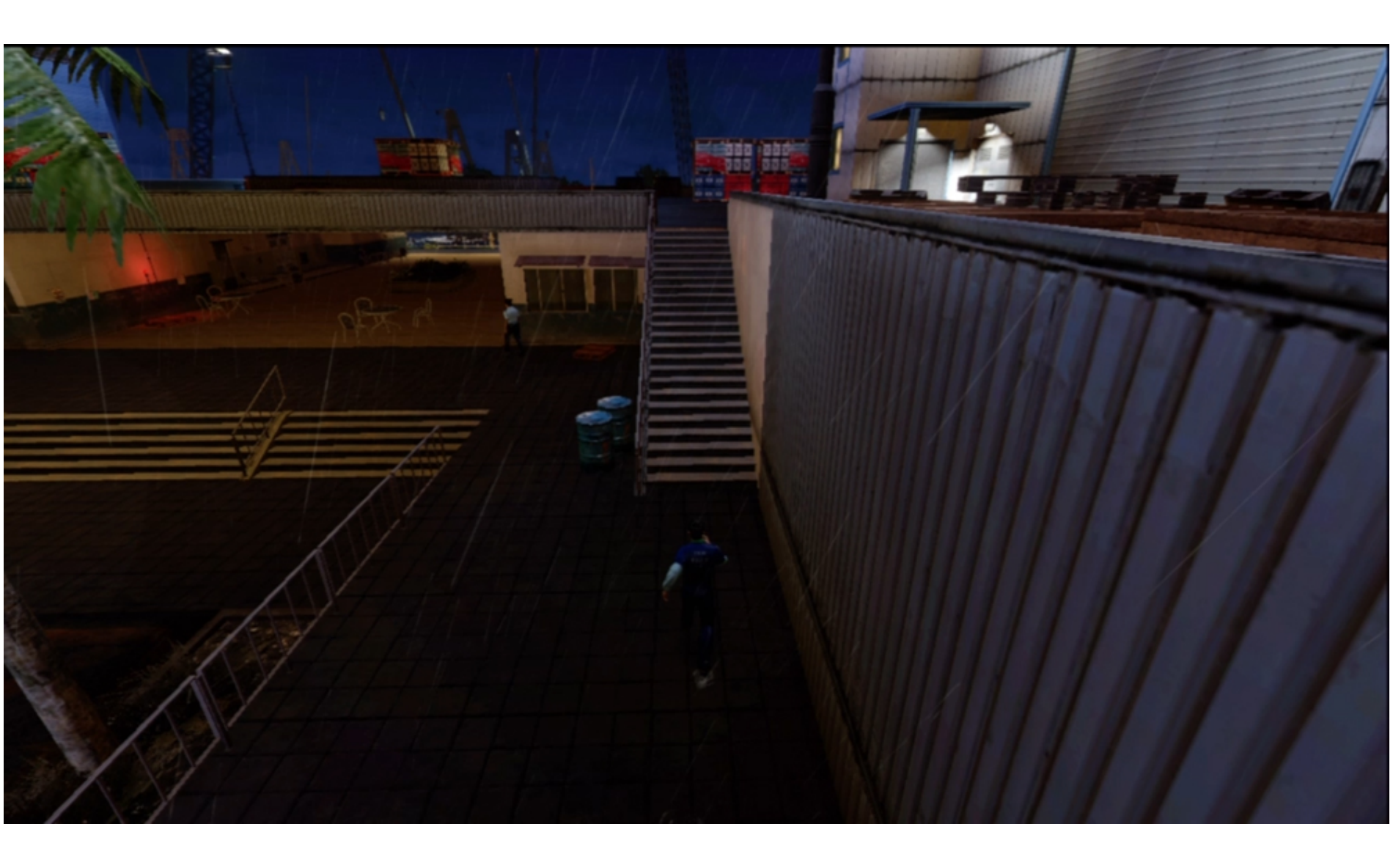
Favor Unlocks: Pied Piper Redux, Escort an Ally Redux, Show What You've Got, Show What You've Got Again

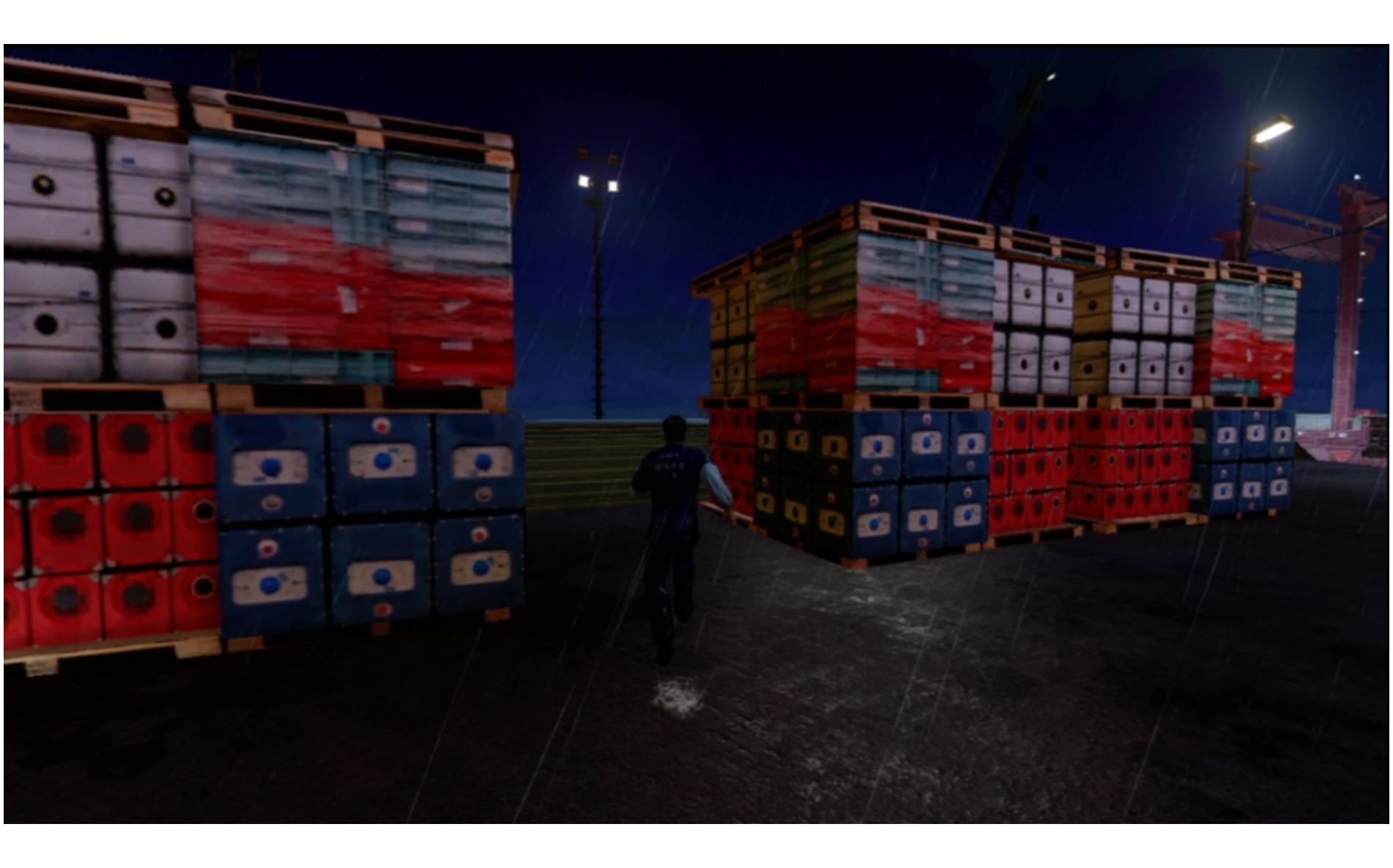
Rewards: Achievement/Trophy: A Big Betrayal

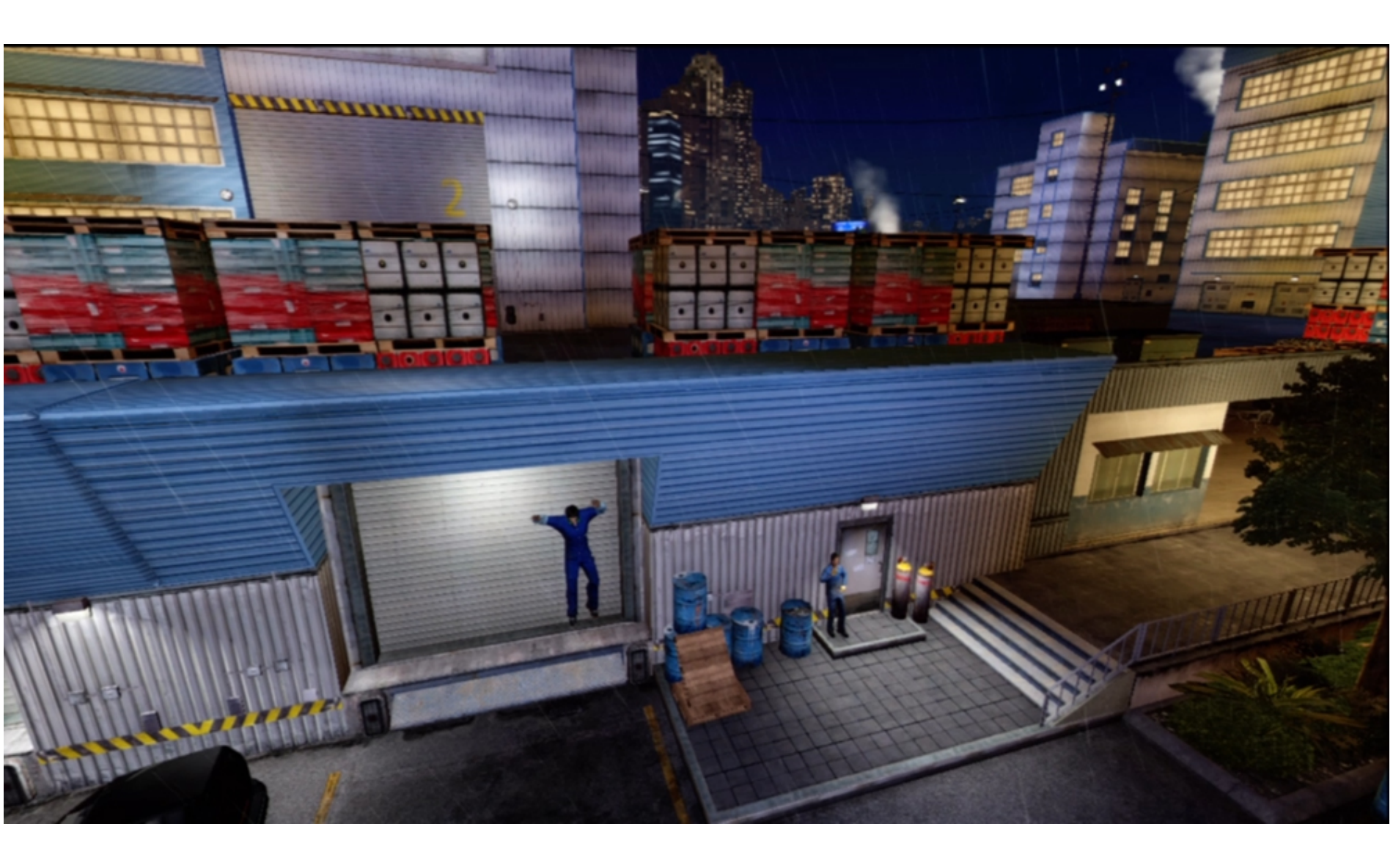
Jackie explains the hit when you pick him up: The 18k have a shipment of stolen diamonds coming into the city at the Kennedy Town docks. He wants to take those goods for the Sun On Yee. During the trip, Jackie is showing signs of breaking under the pressure, and under the knowledge that he has killed someone. Wei knows that Jackie is being set up for a fall, but keeps his mouth shut.



Once at the docks, you'll wait until nightfall to make your move. After switching into disguise, follow Jackie in to the docks. He needs you to find some way to cut open the locks on the moving trucks. You'll have to make your way to the shed by any means necessary, and there are multiple routes you can take. The fastest is arguably to climb straight up the building in front of where you and Jackie split up. The guards on the roof can be Fast Talked into letting you by. Yes sirs, pay no attention to the undercover cop parkouring across your rooftop.







From there, it's a straight shot up a set of stairs, then between a set of cargo containers to jump down a ledge right next to the tool shed entrance. A dockworker may be nearby to challenge you, but it's possible to Fast Talk him. The door to the warehouse itself is locked, but can be picked. Inside is the cutting tool you need to get into the trucks.

Save yourself the long walk, and take the nearby car over to Jackie's new location. It certainly is possible to run there on foot, but a vehicle is definitely faster.

Note

There are three Lock Boxes and a Health Shrine scattered across the Kennedy Town dock area. You can attempt to collect them now, but they are fairly far out of the way. You can always return to the docks later.

Once you get to Jackie, he informs you that there is a group of 18k goons guarding the trucks, but none appear to be armed. You, however, have a small cutting saw, so you should introduce that to them. Unlike other melee weapons, the cutting saw does not run out of uses. This can make short work of the Grapplers and Brawlers guarding the shipment. Once they are taken out, go to the first truck and cut open the lock.

Tip

Armed with the cutting saw, you can Grab an opponent and then use the saw on them for heavy damage.

The first truck is a bust, and from a nearby garage, more 18k make an appearance. As before, use the cutting saw to make short work of this quartet, then move on to the next truck. It's possible to find the shipment right away, or only after checking all of the other trucks. The placement of the diamonds changes between playthroughs of the mission.

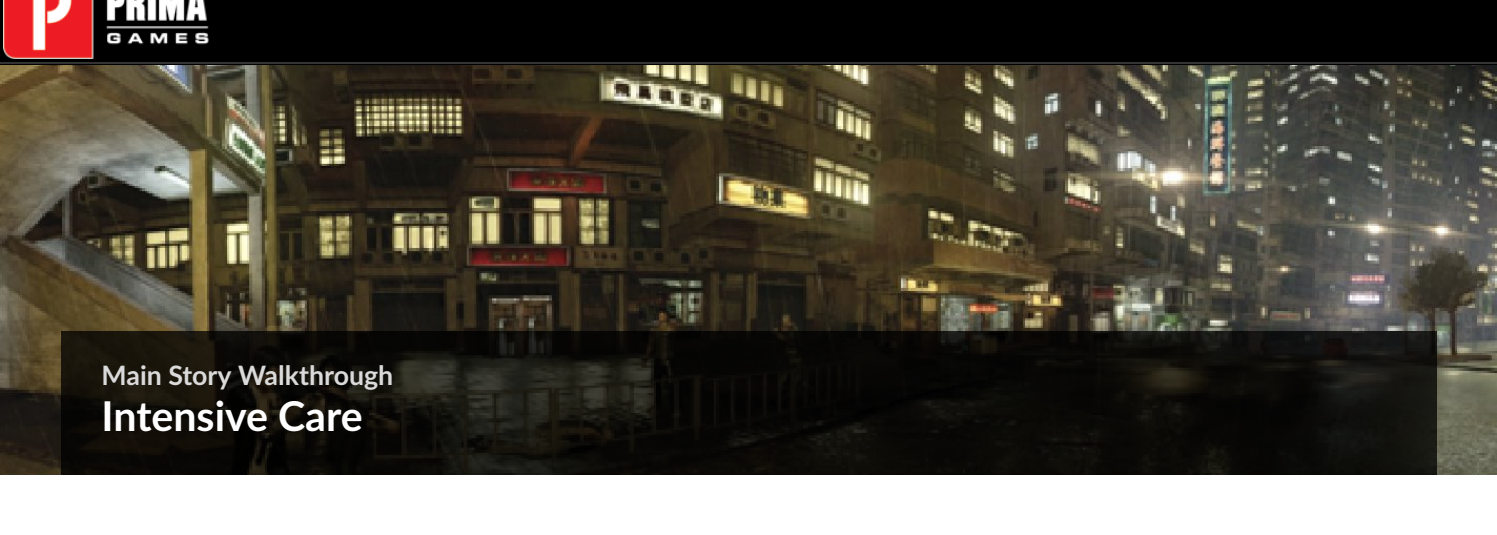
Once you do find the shipment, more 18k jump you. They knock Wei down, shove Jackie into the truck, and drive off.

You need to jump onto the nearby motorcycle and chase them down! The truck is surprisingly fast, and makes it to the freeway while you trail behind it. Just keep the throttle open and inch your way closer. Eventually, you can Action Hijack the truck. QTEs will play out in order to maintain your grip on the truck as you work your way to the driver's cab.

After taking over the truck, Wei quickly runs to the back to help Jackie, but finds that he has defended himself quite well, having dealt with the gangster alone. Grabbing the goods, Jackie is ready to head to the "usual place" to sell the diamonds. The experience has left the man frightened for his life, but Wei assures him that he will always come back for Jackie, no matter what.

A lie told by necessity. As Jackie walks to his meeting, police approach with guns drawn. As he's arrested, he does one last act of friendship, and tells the officers that he's alone. Wei can only watch helplessly from the shadows before making his way to safety. On a somber note, the second act draws to a close.

Shortly after the arrest, Ricky texts Wei. He needs to meet him at the K-Bar in Soho.



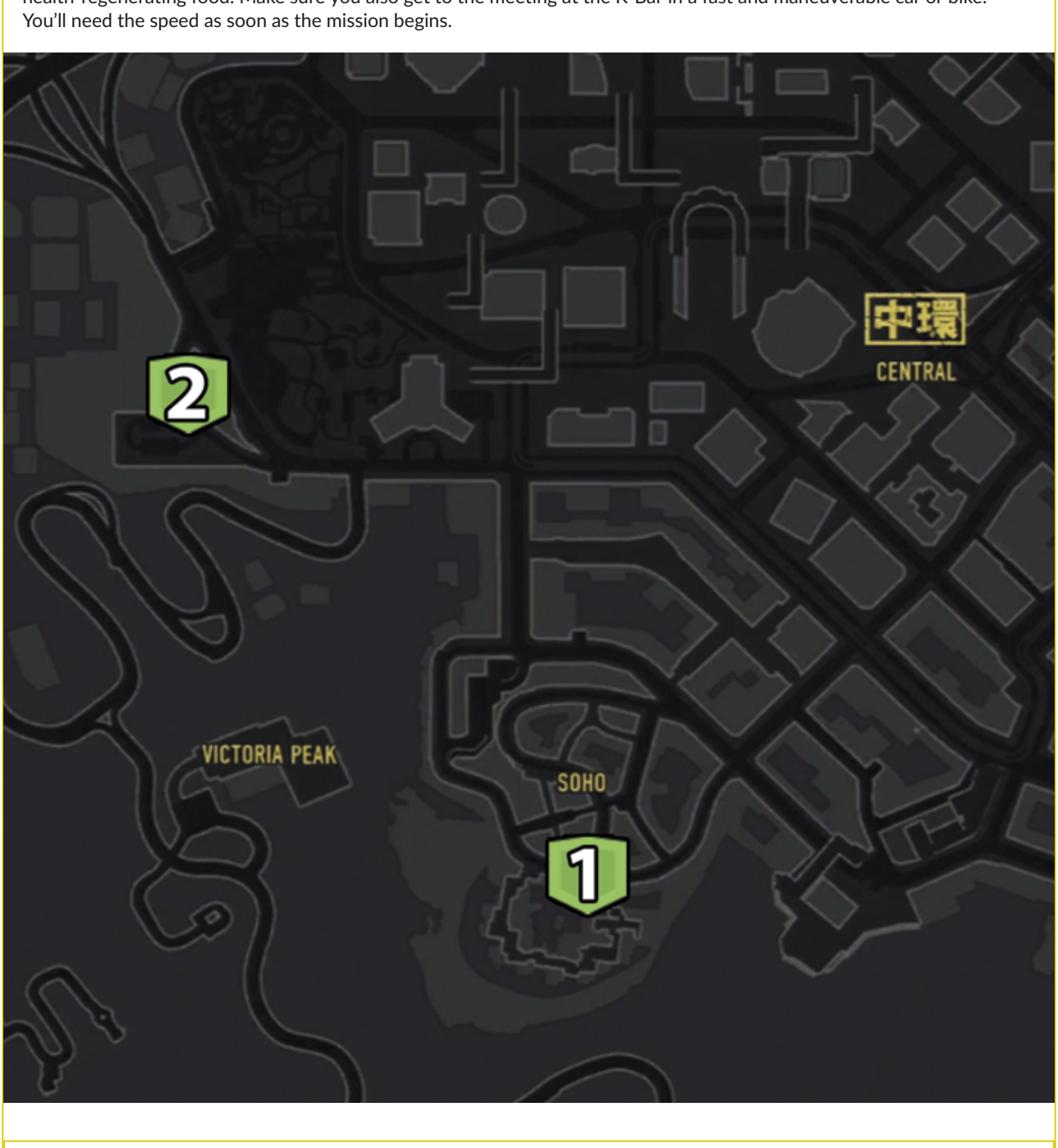
Main Story Walkthrough

Intensive Care

Preceding Missions: Tying Up Some Loose Ends (Main Story), Mrs. Chu's Revenge (Main Story)

Wei travels to the K-Bar at Ricky's request, but after a wait, it seems that Ricky is not showing up. Suddenly, Ricky calls Wei's phone with some very bad news: The 18k are attacking the hospital Uncle Po is staying at. He needs Wei there ASAP.

Act three starts off with high-risk gun battle, setting the tone for the desperate nature of the growing conflict. Before going to the K-Bar to initiate this mission, find a store that is selling tea to enhance defenses, and make sure you've had health-regenerating food. Make sure you also get to the meeting at the K-Bar in a fast and maneuverable car or bike. You'll need the speed as soon as the mission begins.



Click here for interactive maps

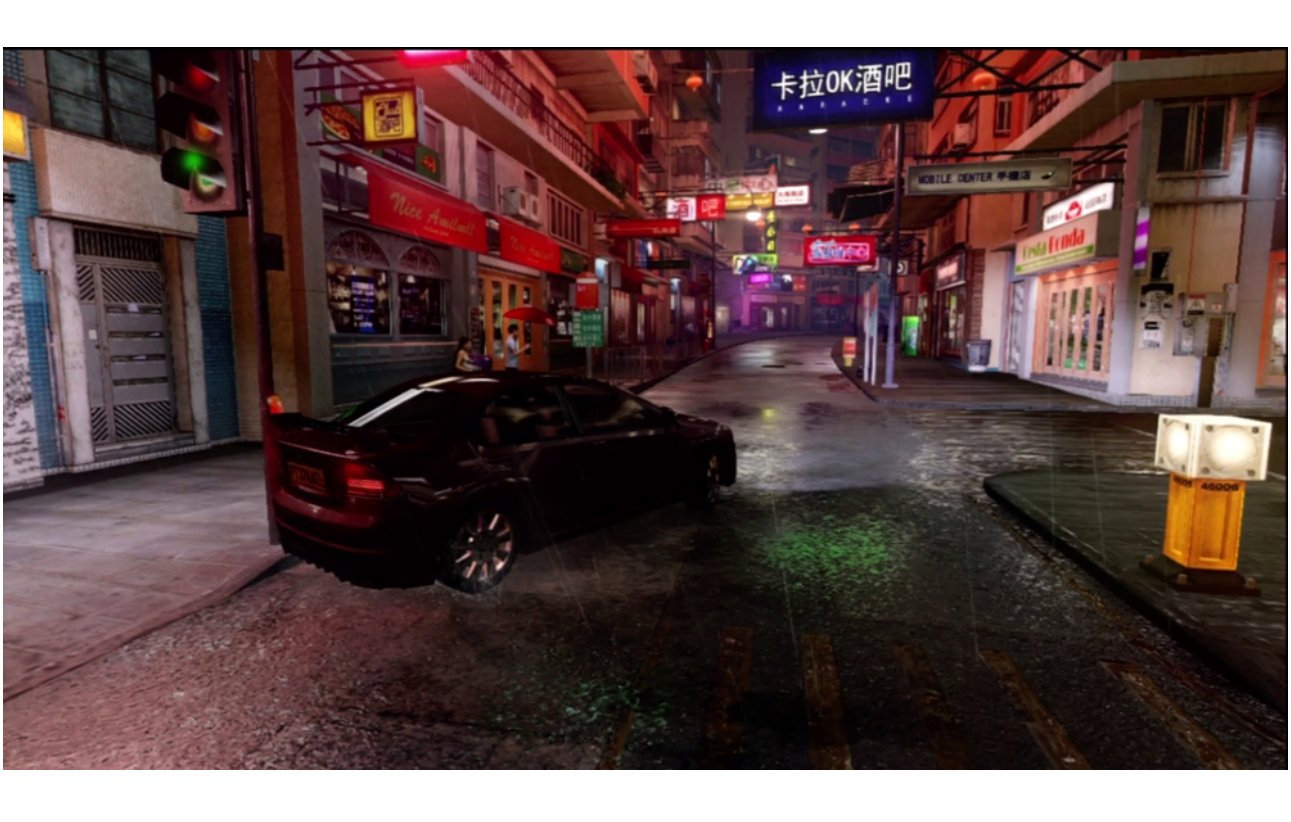
Mission Unlocks: Important Visitor (Main Story)

Job and Minigame Unlocks: None

Event Unlocks: None

Favor Unlocks: None

Rewards: HK $5000, SCOUNDREL Report on Ricky Wong



Right off the bat, you're in a race against time. You've got one minute and fifteen seconds to drive from the K-Bar to Uncle Po, and hopefully you've followed the above advice and come prepared. The real danger is that the drive from the K-Bar takes you through some very restrictive streets that are all likely to be filled with traffic. A serious accident that slows or stops you can cause you to fail. Of course, this also means there are many easy ways to lose Cop points well before you even get to the hospital!

It's chaos in the hospital when you arrive. The 18k are interrogating hospital staff for Uncle Po's location, and killing the uncooperative. The lobby is guarded by five Triad members, one of whom has his back to the front door. He's your first victim. Get his gun away from him, then neutralize the other Triad members. There are civilians still lingering in the reception area, including a nurse being used as a human shield. Fortunately, there's a lot of cover you can Action Vault over to set up bullet time kills of many of the enemies here all at once.

After putting down the guards at the front entrance, proceed towards the elevator marked on the HUD. More 18k are posted throughout the emergency room, including another thug using a human shield. After dealing with him, check the rooms to the left to eliminate another pair of 18k. In the adjacent room with the MRI machine, another pair of thugs will be trying to take cover behind the device. It's possible to Action Vault through the glass, a relatively safer way to advance forward while attacking these guys.

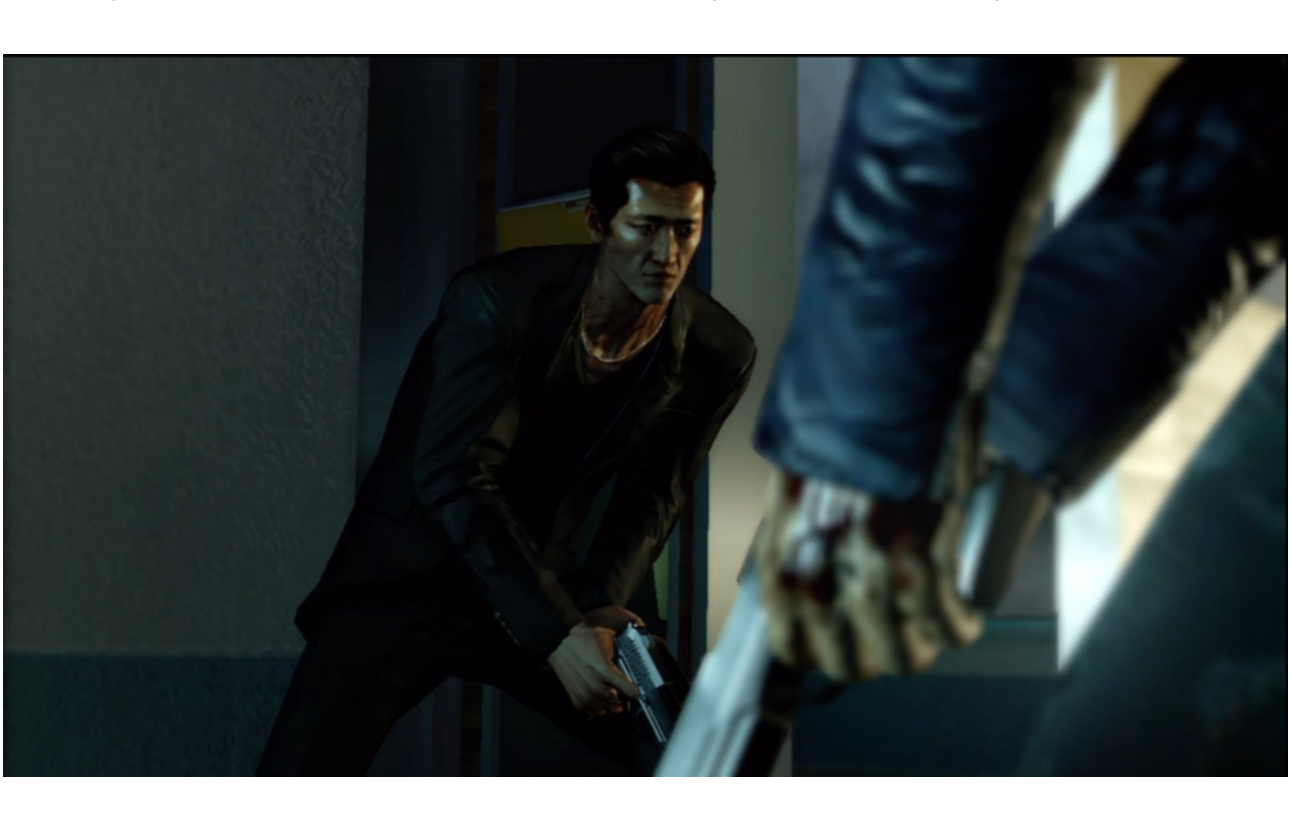
From down the hall leading to the elevator, another squad of five gunmen will try to rush the MRI room. You can choose to hole up in there and take them down from behind cover, Action Vault though another window to engage them head on, or try to flank them from one of the adjacent rooms. Whatever you choose to do, be ready to pull off some headshots. The Triad members here are very aggressive and will try to get in close range quickly. Once you've cleared the hall, get to the elevator.

Tip

It's seriously not a bad idea to just charge down the hallway after an Action Vault starts bullet time. Remember that headshots can quickly fill the Face Meter, and every time it's filled, it can extend bullet time for as long as you're aiming down the sights of your weapon.

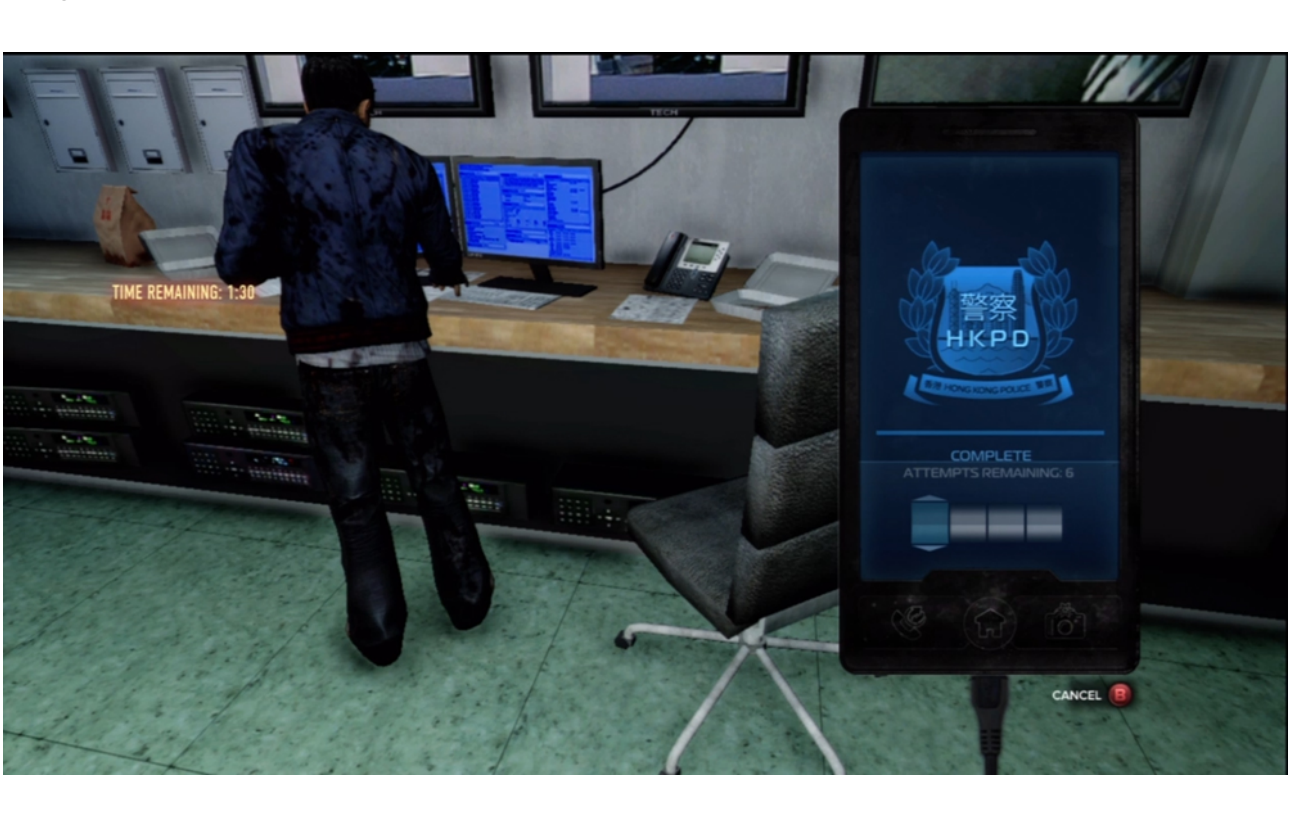
It's not a smooth ride to the next floor where Uncle Po is being kept. An explosion causes the elevator to crash down the shaft, and power goes out. You have to force open the doors to proceed deeper into the hospital. The hall outside of the elevator is mostly dark, and the sprinklers are spraying to contain small fires. The 18k here have upped the ante with SMGs, all mounted with flashlights. These lights can be quite annoying, temporarily filling up the screen with a bright flare when pointed directly at Wei. Fortunately, the lights also act as beacons to help you guide your bullets, and there's a lot of cover you can use to your advantage here.

After killing the first three 18k, another pair appear by the door leading to Uncle Po's room. Don't get blindsided by them.



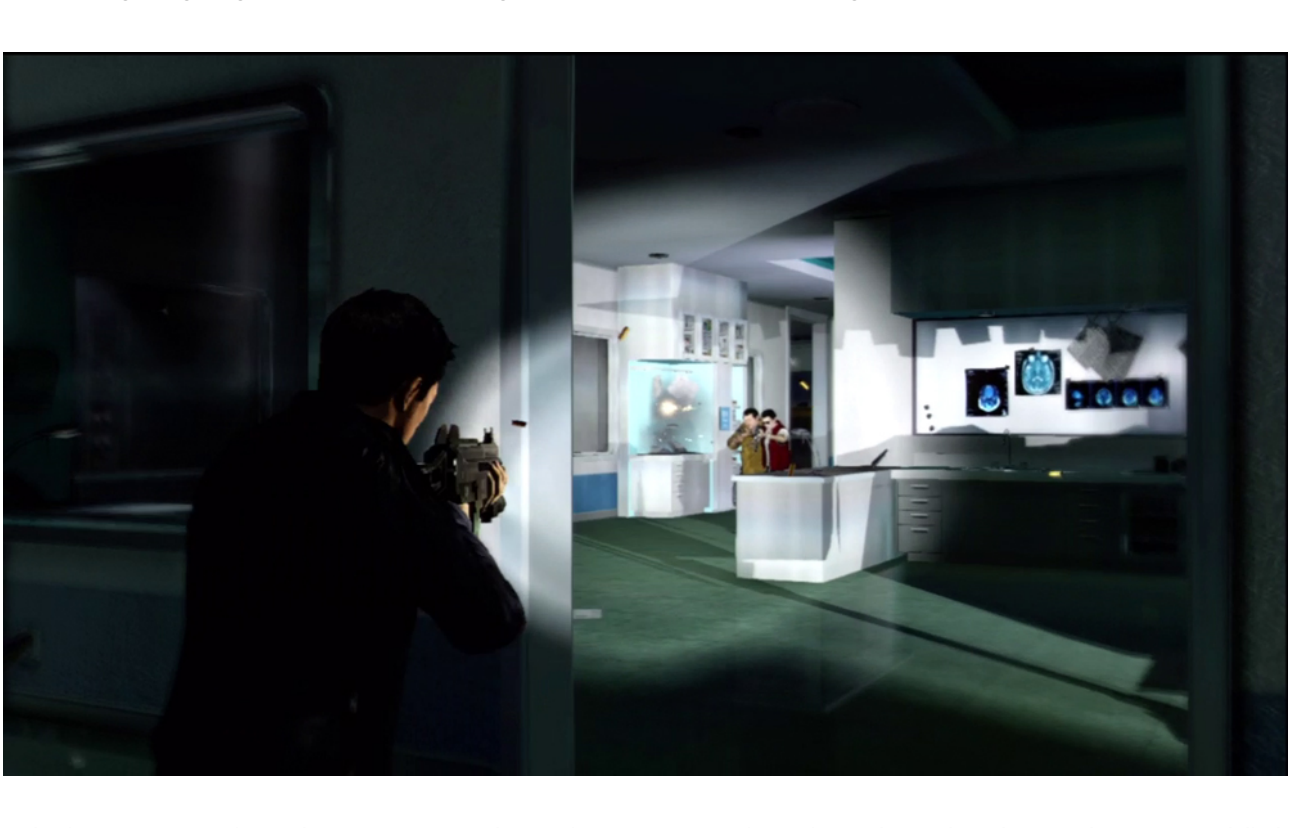
You enter Uncle Po's room to find a very nervous Ricky holding the line by himself. With the power out, Uncle Po's life support is offline. Wei tells Ricky that he knows where the control station is to restore the power.

Another race against time. You've got two-and-half minutes to get to the control panel that can restore the power. The 18k attack in force here, rushing down a hallway that you need to go down yourself to get to the panel. Going through them is the fastest way to reach the control panel, but obviously quite dangerous. If you're low on health and time, you can try to sprint through the side rooms to outflank the enemy and reach the control room.

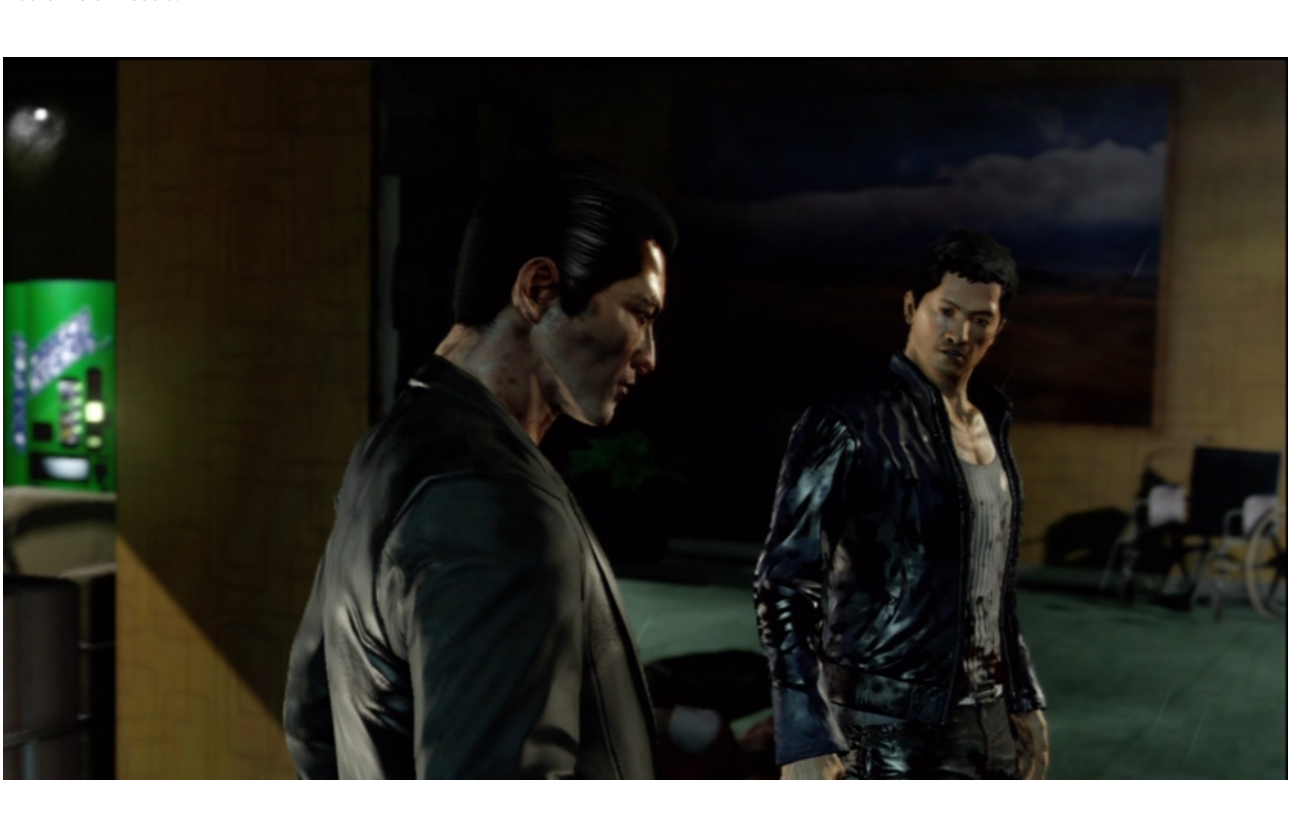


Once at the control room, you'll need to hack the security system to restore power. Time will still be ticking down during the hack, so move swiftly. With power restored, make your way back towards Ricky. More 18k will rush towards the control room, so you'll need to cut them down to get to Ricky.

Ricky calls out a warning about another wave of enemies coming from the corridors to the south of Uncle Po's room. You can't let any 18k slip past. Consider picking up an SMG if you haven't already to help put more rounds into each target that much faster. After downing these five enemies, a second wave will arrive on the eastern and western ends of the corridor that the control room was located within. These guys will be packing full assault rifles and shotguns, so try not to let them get too close, and avoiding being caught in a crossfire by staying out of the corridor they're arriving from.



A third wave of five 18k attack once more from the southern entrances. This is the final stretch, so hang in there! Getting killed at any point during these final three waves forces you to start at the beginning of the first wave, so pace your aggression if health is an issue.

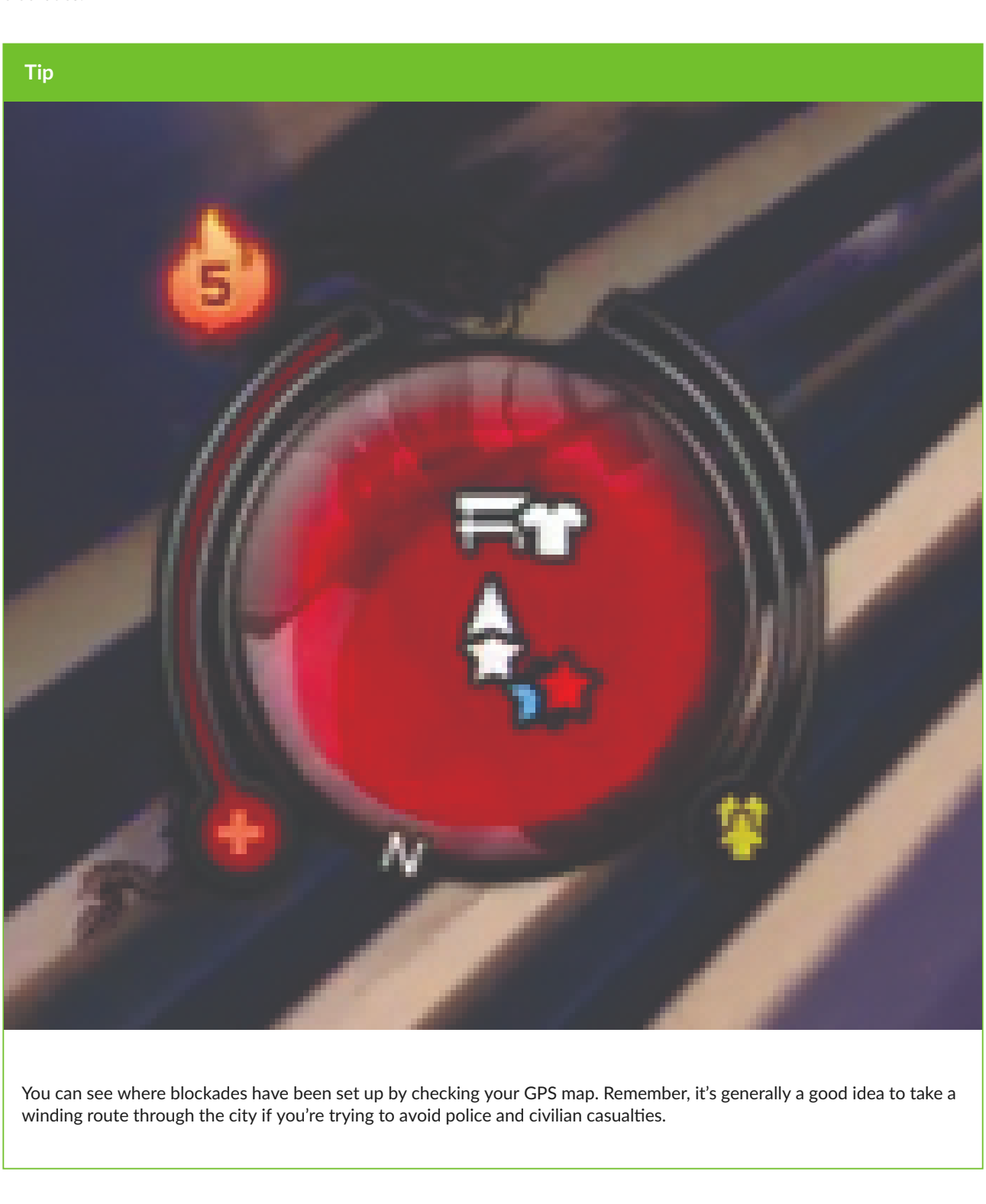


In the aftermath of the gun battle, Wei is shocked that there was no one here to back them up. Ricky laments that the brotherhood once shared amongst the Sun On Yee seems to have died off, and that nobody is looking out for anyone anymore. Attacks are indiscriminate, happening in hospitals and weddings. Before the conversation can continue, the sounds of police sirens fill the air. It's time to leave.

At the hospital exit, police officers spot Ricky and Wei as they get to their escape vehicle, and a massive chase ensues. This is likely one of the toughest cop chases you've had thrown at you so far. Level 5 Heat means the HKPD is out for blood, and there's likely not even the thought of questions to be asked after the shooting stops. Complicating matters is Ricky, who will understandably be trying to defend himself from the cops, but ends up just angering them even more.

At this Heat level, the HKPD will be setting up roadblocks at fairly regular intervals, and depending on the street you're racing down, they can be easy to blow through or difficult. This has the added detriment of resetting the dragnet back on top of you, no matter how far ahead you were before. Even using the freeways to escape is tough because of the frequency of police blockades.

Tip



You can see where blockades have been set up by checking your GPS map. Remember, it's generally a good idea to take a winding route through the city if you're trying to avoid police and civilian casualties.

CATCH ME IF YOU CAN
0:39.240
SCORE TO BEAT: 0:50.000
Silverfish

After escaping the cops, take Ricky to the designated dropoff point. Ricky believes that open war with the 18k is inevitable. Wei suggests to Ricky that even if the 18k are truly responsible, someone has to be behind the scenes inside the Sun On Yee, hoping to the take out Uncle Po and assert power. Once Ricky is dropped off, the mission is complete.

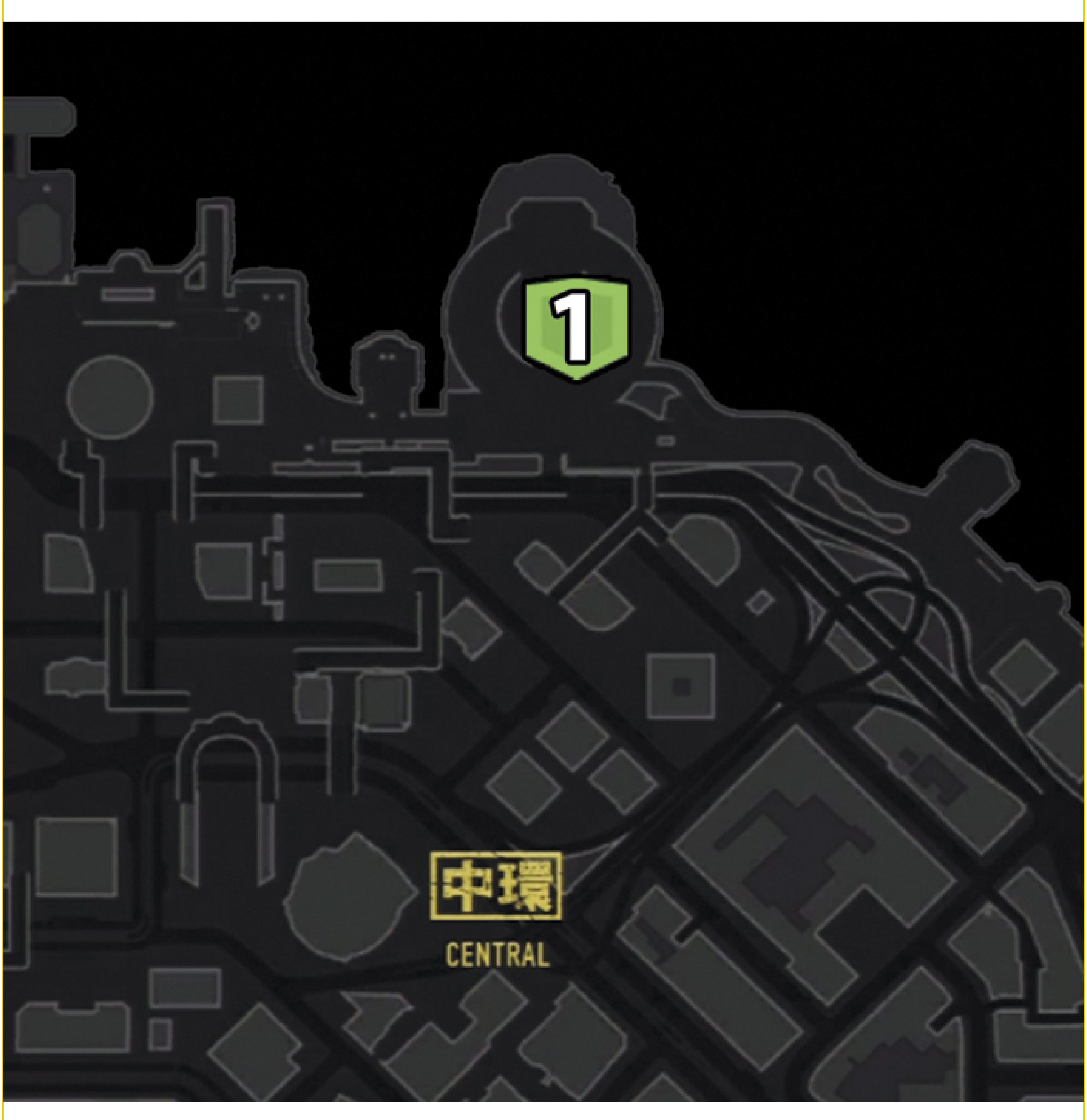
Afterwards, you need to get to a safehouse to lie low for a bit. Take a nap in bed. When you wake up, Ricky will have texted you, offering you a chance to step into the "Big Time".

Main Story Walkthrough

Important Visitor

Preceding Missions: Intensive Care (Main Story)

Ricky has invited Wei to meet Sonny Wo at his upscale apartment in Central. Wei arrives at the tail end of a business meeting Wo is holding with King, an important guest from the United States. Ever the showman, Sonny suggests that Wei takes King out on the town to show him the pleasures of Hong Kong. After all, as Wei is Sun On Yee, nobody would dare stop them from doing whatever it was that they wanted. With the matter settled, Wei has become the bodyguard to Sonny's new client for the night.



Click here for interactive maps

Mission Unlocks: Fast Girls (Main Story)

Job and Minigame Unlocks: K-Bar Karaoke

Event Unlocks: None

Favor Unlocks: Make Ilyana Sweat, Real Men Don't Karaoke

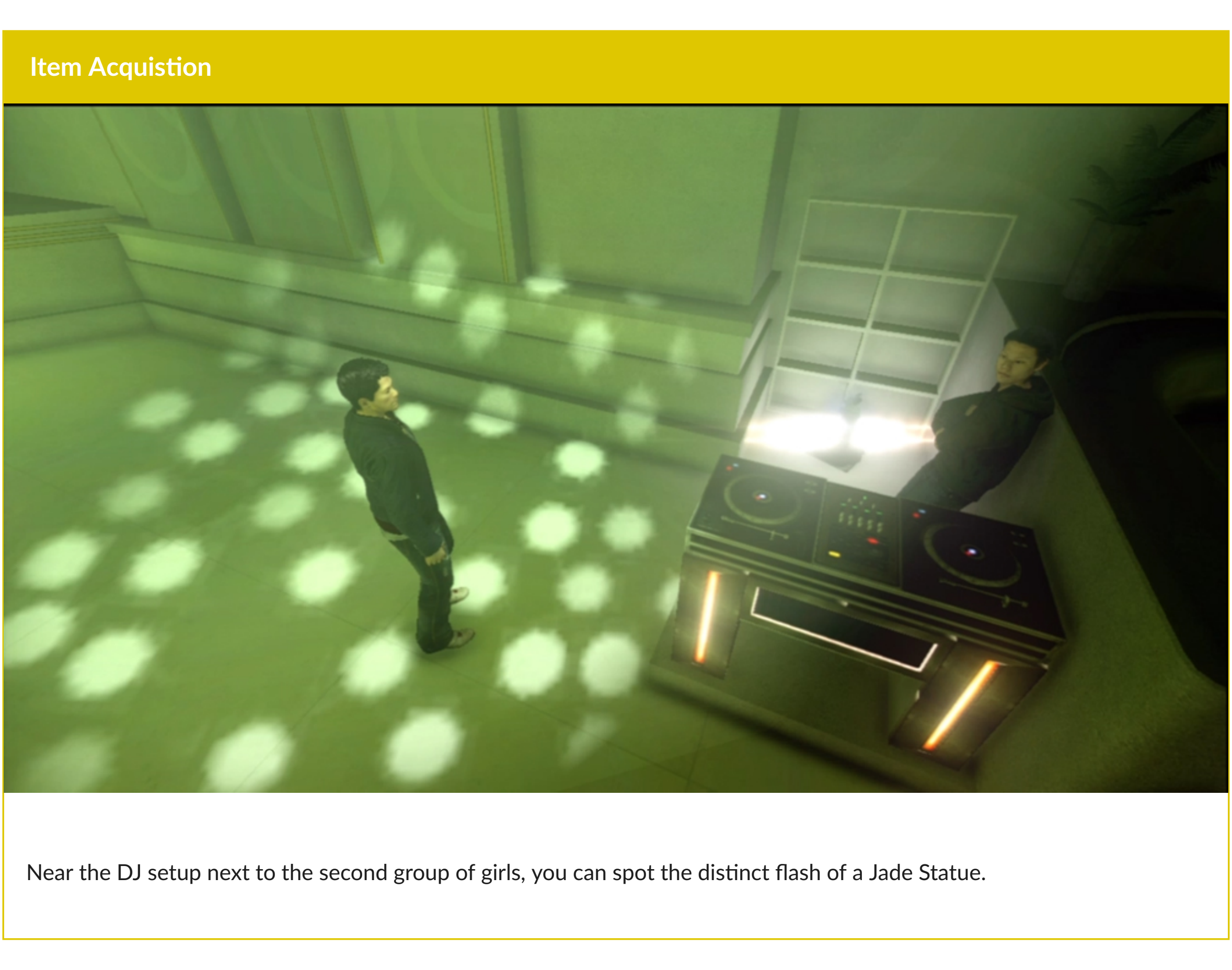
Rewards: HK $25000, Ilyana's Phone Number, Triad Connections in Music Industry

As it turns out, King and Wei hit it off well during the trip to the K-Bar. They both agree that Sonny is a clown who has only kept his head in place because he makes good money that the right people get a cut of. It seems that King has powerful friends in the import/export business, and he wants to make a good partner in Hong Kong that isn't as big of a scumbag as Sonny. You should be able to get to the K-Bar without any serious trouble. Once at the bar, Wei demands the VIP karaoke room. A hostess escorts King to the room, while Wei offers to find him the appropriate company.

The first girl you find is Katushka. Simply go up and talk to her, and she easily agrees to party with King. Escort her back to the VIP room.

Head back out to the dance floor to convince more women to join the party. The girls will make their own way to the VIP room.

Item Acquistion



Near the DJ setup next to the second group of girls, you can spot the distinct flash of a Jade Statue.

The last girl, Ilyana, is having trouble with one of her customers getting a little pushy. When you go to talk to her, he cops an attitude and tries to get up in your face. Fast Talk to him to remind him that he's in the wrong part of town to put on a show like that. Afterwards, Ilyana agrees to join the VIP room party. Wei even manages to get her phone number for the trouble.

With King amply supplied with ample women, they all suggest Wei stand up and show off his singing prowess. To the karaoke machine with you! After completing the song you pick, King wants a picture of him and his new female companions.

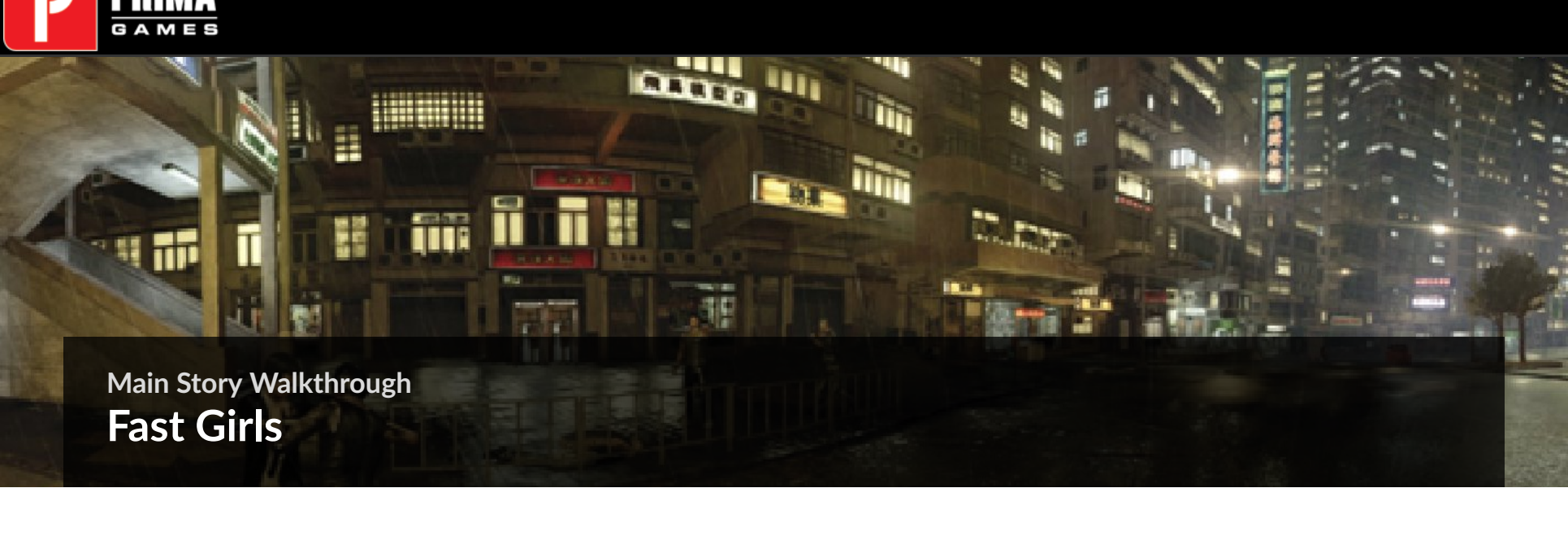
Coin / Phonecard
K-Bar

After a long time partying at the club, King is ready to retire for the evening and wants to be taken back to his hotel. He is suitably impressed with Wei's idea of a business meeting, and only grows happier when the punk who had been harassing Ilyana has gathered a group of buddies and now blocks the way to the car. It's five thugs, one armed with a knife, versus the two of you. By now, gutter trash like this shouldn't be much cause for concern, and there are handy telephone booths, fuse boxes, and car hoods to help put these losers in their place.

After the fight, drive King back to his hotel. He details his contacts' future plans for Hong Kong to Wei, assuring him that he will be adequately compensated in this new partnership.

Note

Now that you have Ilyana's phone number, give her a call. Her Favor, "Make Ilyana Sweat", unlocks the ability to see where all Lock Boxes are located on the in-game map.

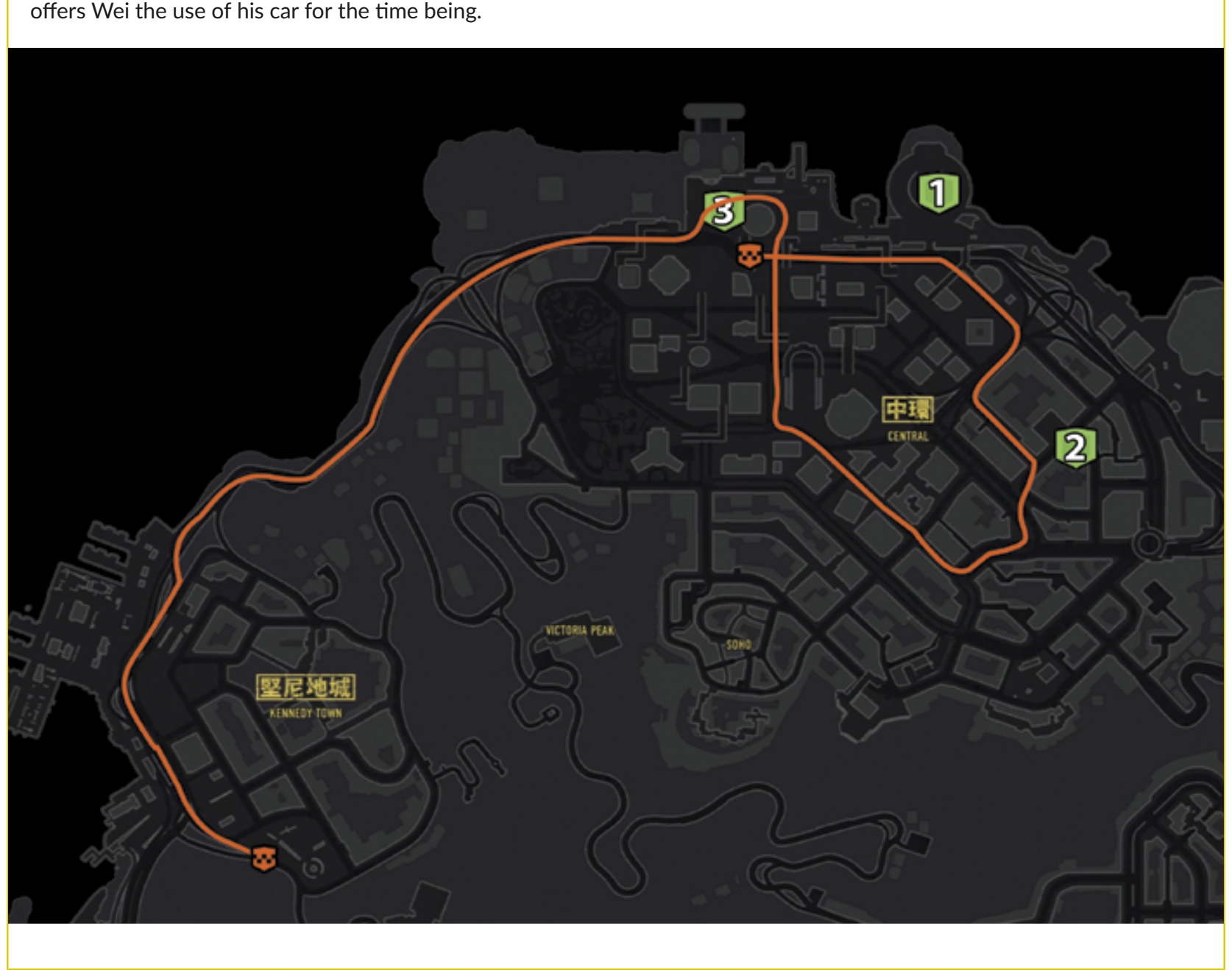


Main Story Walkthrough

Fast Girls

Preceding Missions: Important Visitor (Main Story)

Another meeting with Sonny and Ricky reveals some tension between the two. Sonny wonders if Ricky is getting too attached to one of his girls, Vivienne. Wei's arrival interrupts the meeting, but when Ricky tries to excuse himself to go pick up Vivienne, Sonny suggests that Wei can handle it, so long as he doesn't "damage the goods" in the process. Ricky offers Wei the use of his car for the time being.



Click here for interactive maps

Mission Unlocks: Initiation (Main Story)

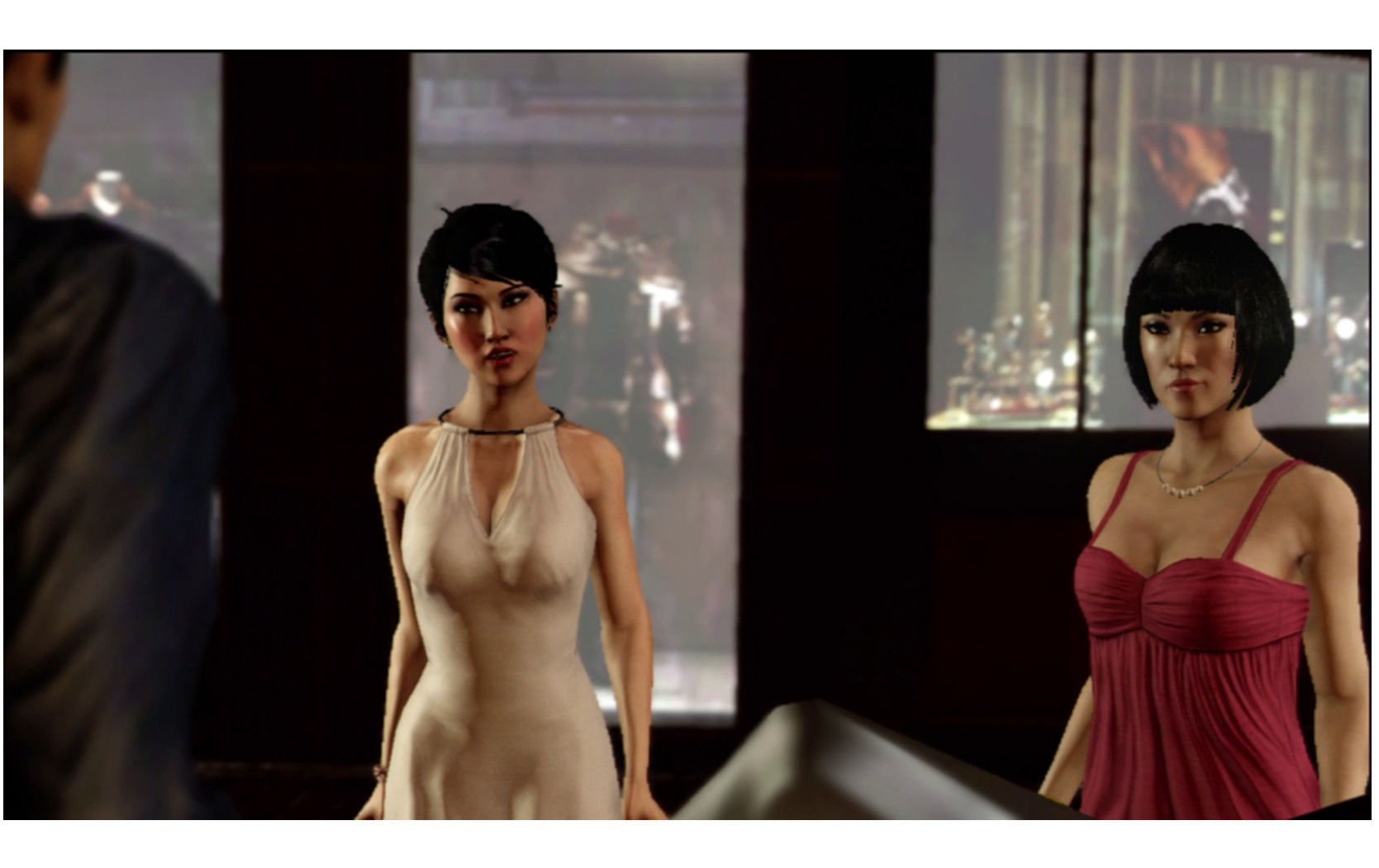
Job and Minigame Unlocks: Race: Early Grave

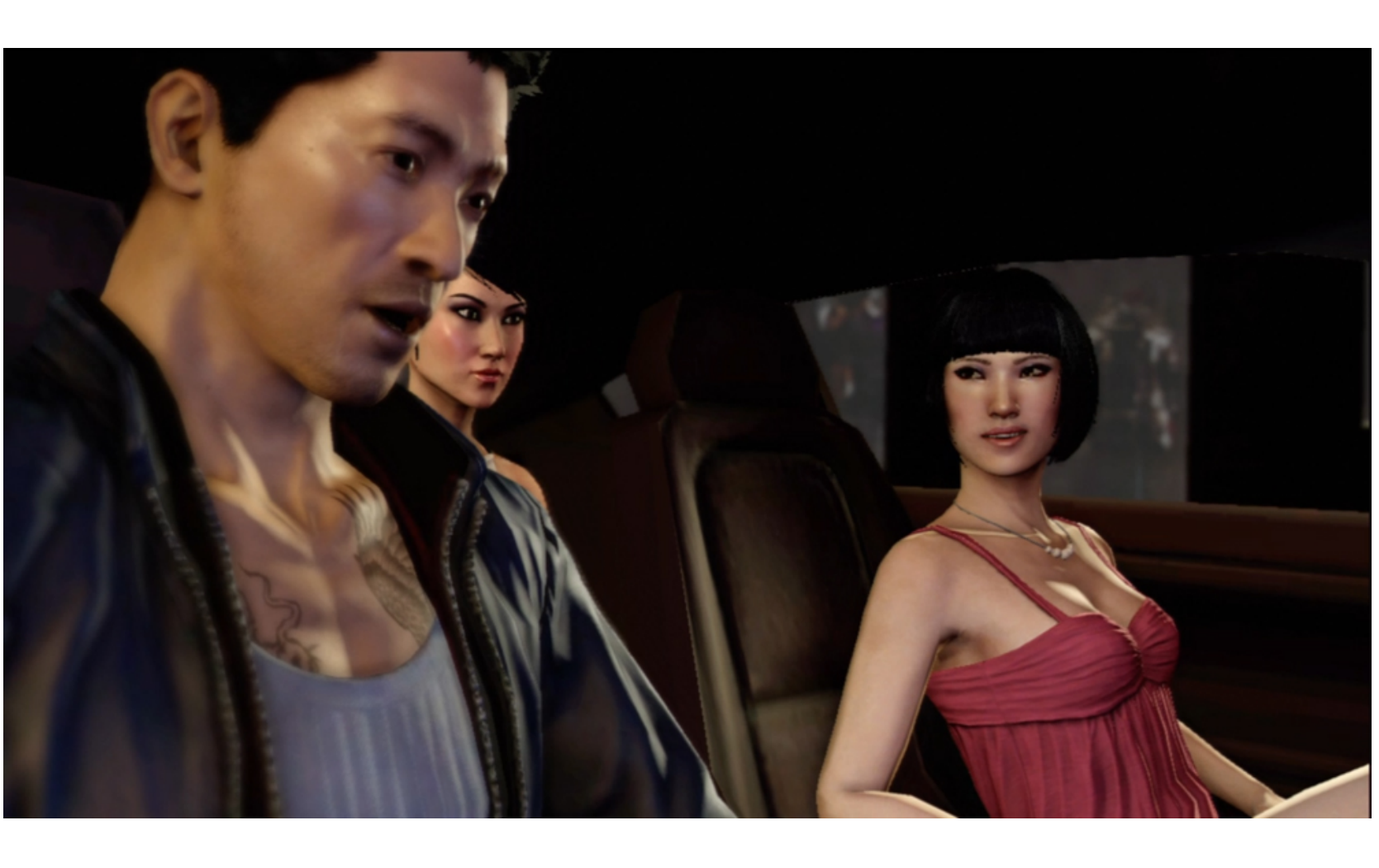
Event Unlocks: None

Favor Unlocks: Favor Unlocks: Fast and Hot Sandra

Rewards: HK $100000, Kennedy Town Apartment, Sandra's Phone Number, Sonny Wo Editorial

Vivienne is at a shopping center not very far from Sonny's apartment. Ricky's car is a startlingly fast beast despite not looking like a supercar. Take some time to get used to the handling—you're going to need it very soon.





Vivienne is less that pleased to see Wei, having expected Ricky in his place. Her friend Sandra, however, has taken an immediate liking to Wei. She asks if he has steady hands at high speeds, to which he can confidently reply he does. Since Wei is to do whatever the girls want, and Vivienne has been reduced to the role of passenger in the backseat, Sandra's suggestion to hit up a race is the order of the day. Drive on over to the nearby car rally.

If you're interested in further background on Sandra, Vivienne, and Sonny Wo, take a roundabout route to the races. Sandra has a fair bit of gossip to unload on you.

At the car rally, Sandra spots one of her victims/admirers, a street racer named Alex. He's tries to act unimpressed and not at all jealous of her newly christened boy-toy driver. Wei challenges him to a race, with the prize being the girls. Alex ups the ante to include a hundred thousand bucks, and stomps off to his car.

Welcome to race day. Your color commentator for the event will be Sandra, with the occasional yelp of fright provided by Vivienne.

This race is surprisingly long, despite how fast all of the cars involved truly are. Ricky's car, however, is a monster designed to win races just like this. There's something under the hood that belongs in a different car, for sure. There aren't too many difficult sections to drive through, with the early part of the race actually being the toughest, since it takes place more on surface streets and is filled with sharper turns to make. Once you get out onto more open roads, the superior acceleration and top-end speed of your own ride should overtake any other racer here.

After the start, the track curves to the right and feeds right into a hard right turn. Try to avoid hitting the support pillars of the overpass as you make the turn. If you're losing too much speed during the turns, try to position yourself in front of other cars to help push you back up to speed.

Shortly after the right comes a hard left, followed by a hard right that leads into a series of S-curves that ultimately turn into another hard right.

You eventually pass through what appears to be a police roadblock. A cop car joins the race, hoping to nail one of the racers. The section just past this narrows the track considerably as it curves around a building near the docks before opening up once again. You're headed to the freeway, and at this point, if you're not already ahead, this is where you'll guarantee the win. The freeway to Kennedy Town is four lanes wide, with few obstacles to stop you from just holding down the throttle to leave Alex and friends in the dust.

Be careful with the exit off the freeway though, as it's a narrow one-lane on-ramp. Compared to the early parts of the race, this final stretch is filled with smooth, easy-to-read curves all the way to the finish.

Winners have no need for drugs or awkward hover-hands. Wei Shen is a winner, all the time.

They also have no need to be arrested by the cops. You sadly have to ditch the hundred grand cash prize, since nobody is sticking around to fork it over. Ditch the cops using Ricky's Destroyer of Racing Egos, then bring the ladies back to Vivienne's place.

Tip

You should, at most, have one cop car after you during this chase. There are a lot of places in the area where the racers gathered where you can lure the pursuit car into a tight spot, then leave it in the dust while the cop struggles to navigate back out to continue the chase.

Sandra is most pleased with the results of the race, and says that Wei is welcome to a second date with her any time. Vivienne is simply grateful to have made it home. Your favor for Sonny and Ricky is complete.

You get a phone call the next morning from Ilyana. Apparently, her friend Katushka has gone missing, and has not been seen for a week. You're the only person she feels she can turn to. Katushka is an illegal immigrant, and the authorities would likely not bat an eye if such a person disappeared. Wei promises to check it out.

Preceding Missions: Fast Girls (Main Story), Make Ilyana Sweat (Favor)

After hearing from Ilyana regarding her missing friend, Wei is able to visit Inspector Teng at the Undercover Police HQ. Feeling stymied at every turn by her superiors, Teng vents to him about her powerlessness as a cop. Fortunately, Wei has a case she can help with: the missing Katushka. She wants to be in on the loop. Wei's first stop is the K-Bar, where Katushka and Ilyana worked together.

This case can be solved all in one go, similar to the Serial Killer case. It consists of three parts, followed by a reward for its conclusion.

Click here for interactive maps

Mission Unlocks: None

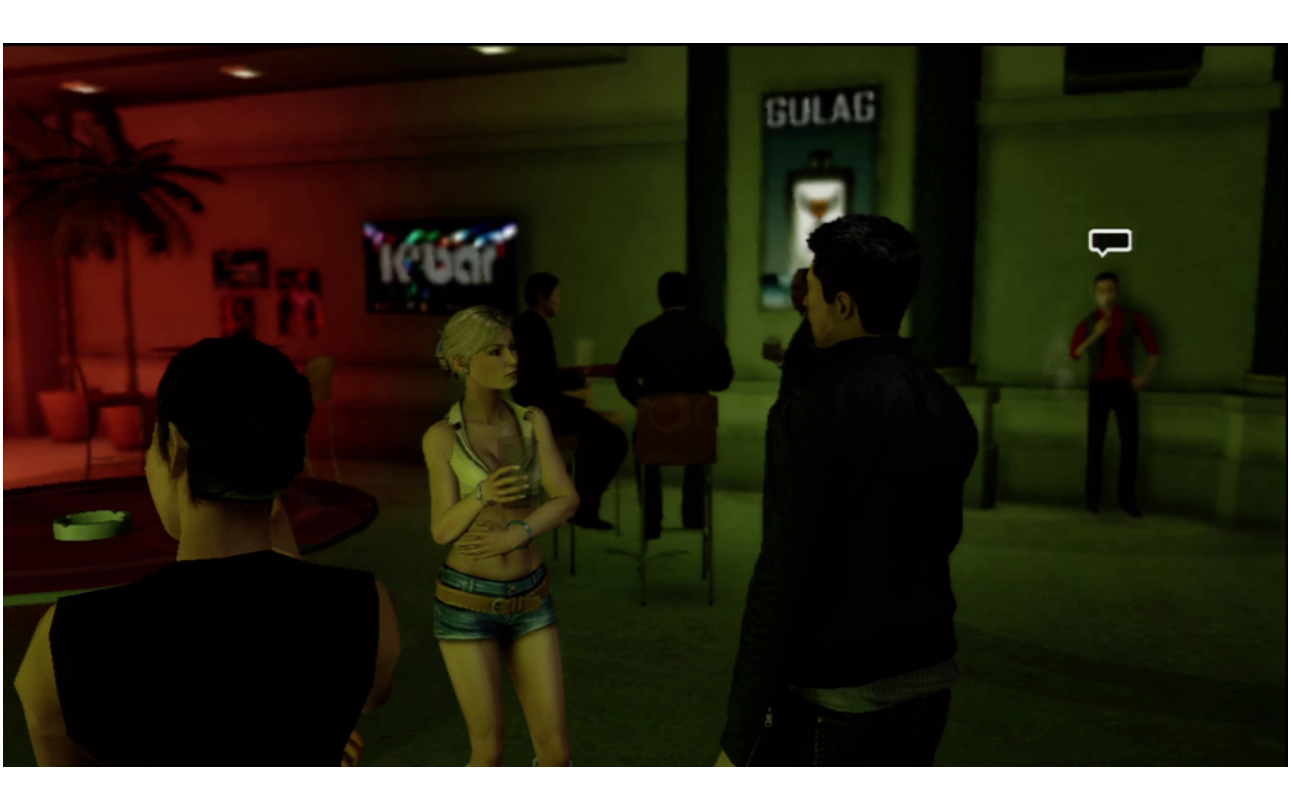
Job and Minigame Unlocks: None

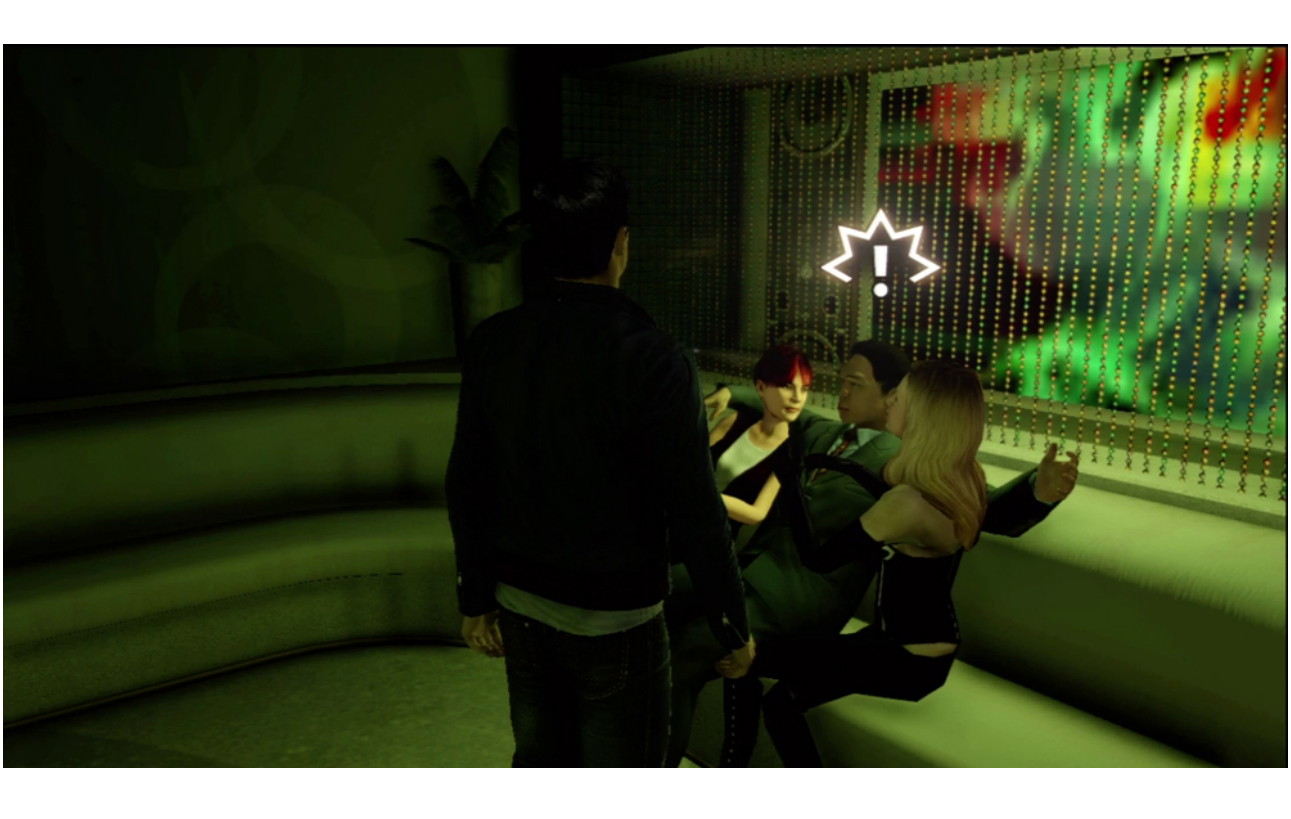
Event Unlocks: None

Favor Unlocks: None

Rewards: HK $1200 (Lead One), HK $1200 (Lead Two), HK $1200 (Lead Three, Lead Closed)

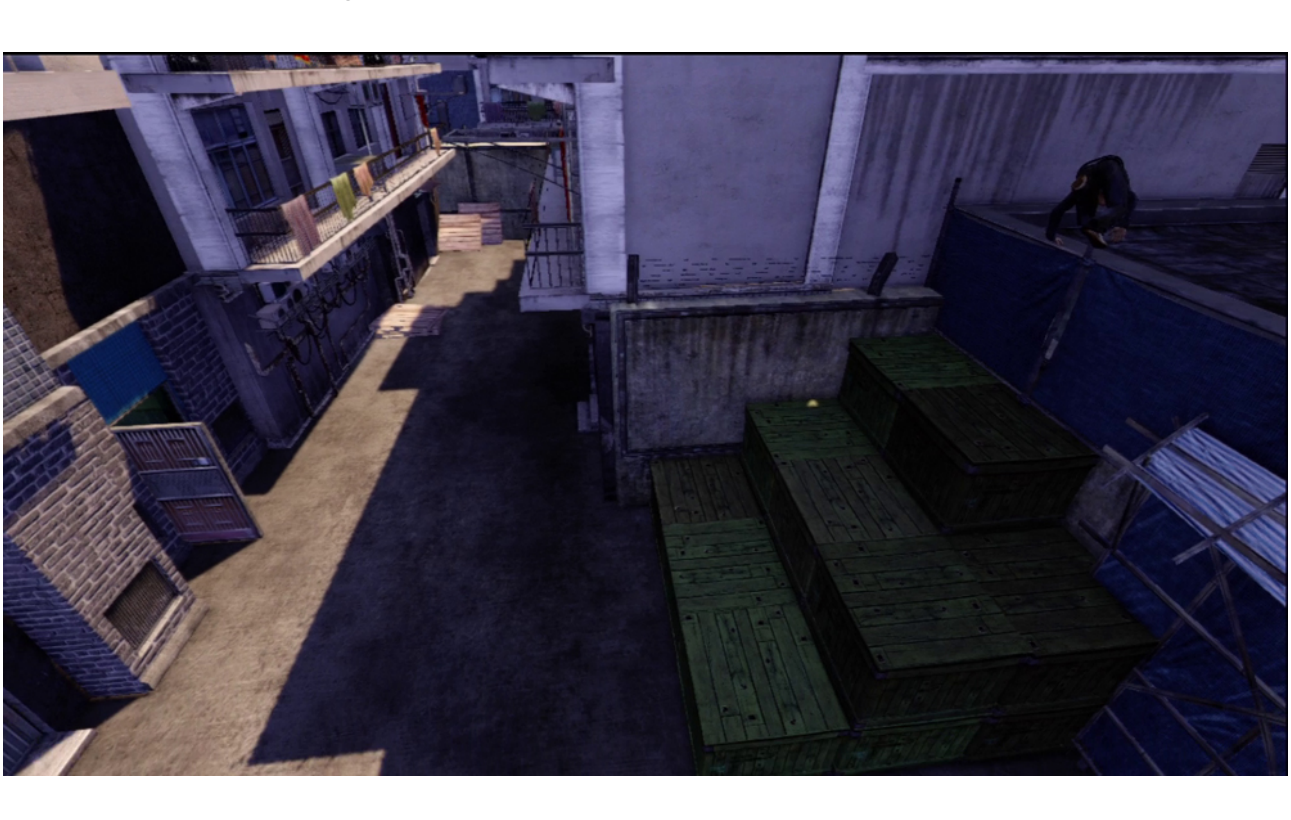
Lead One: Identify the Suspects

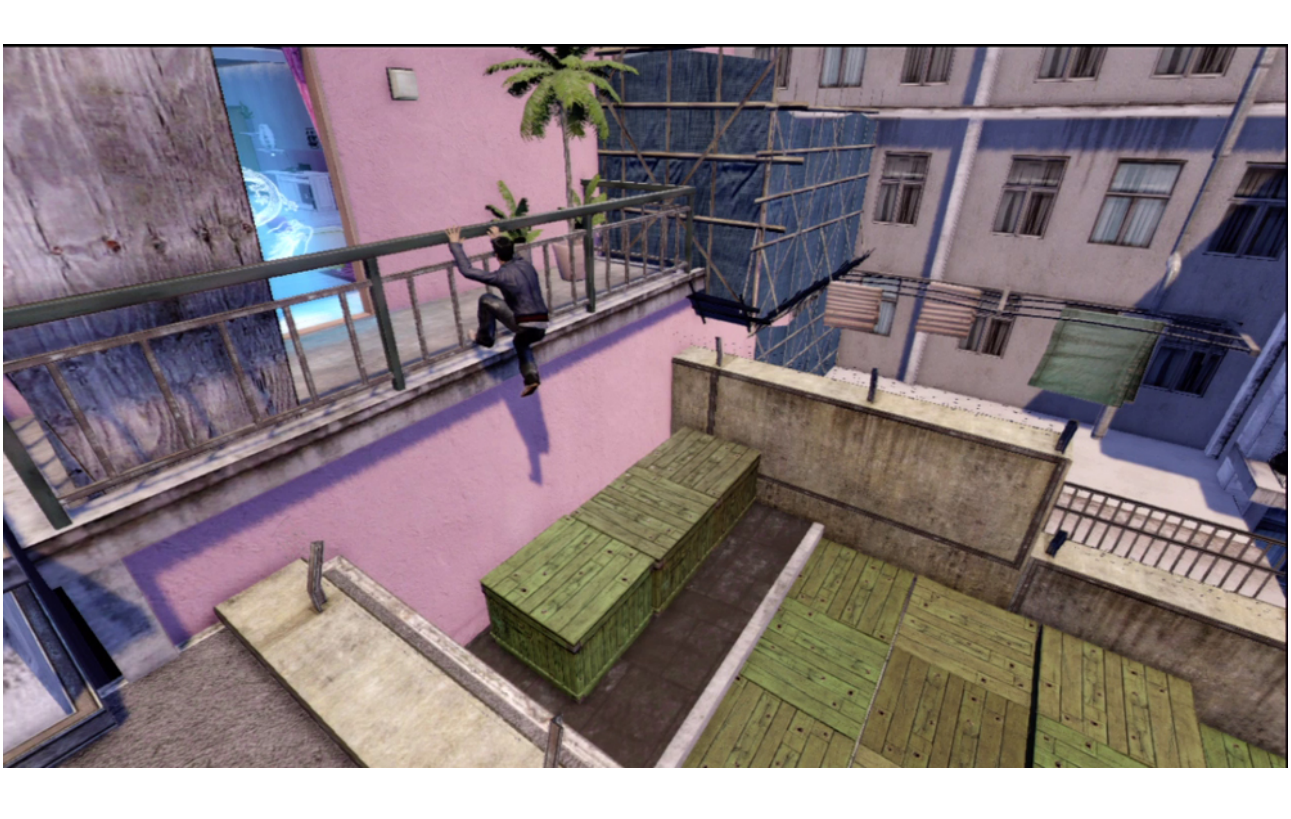




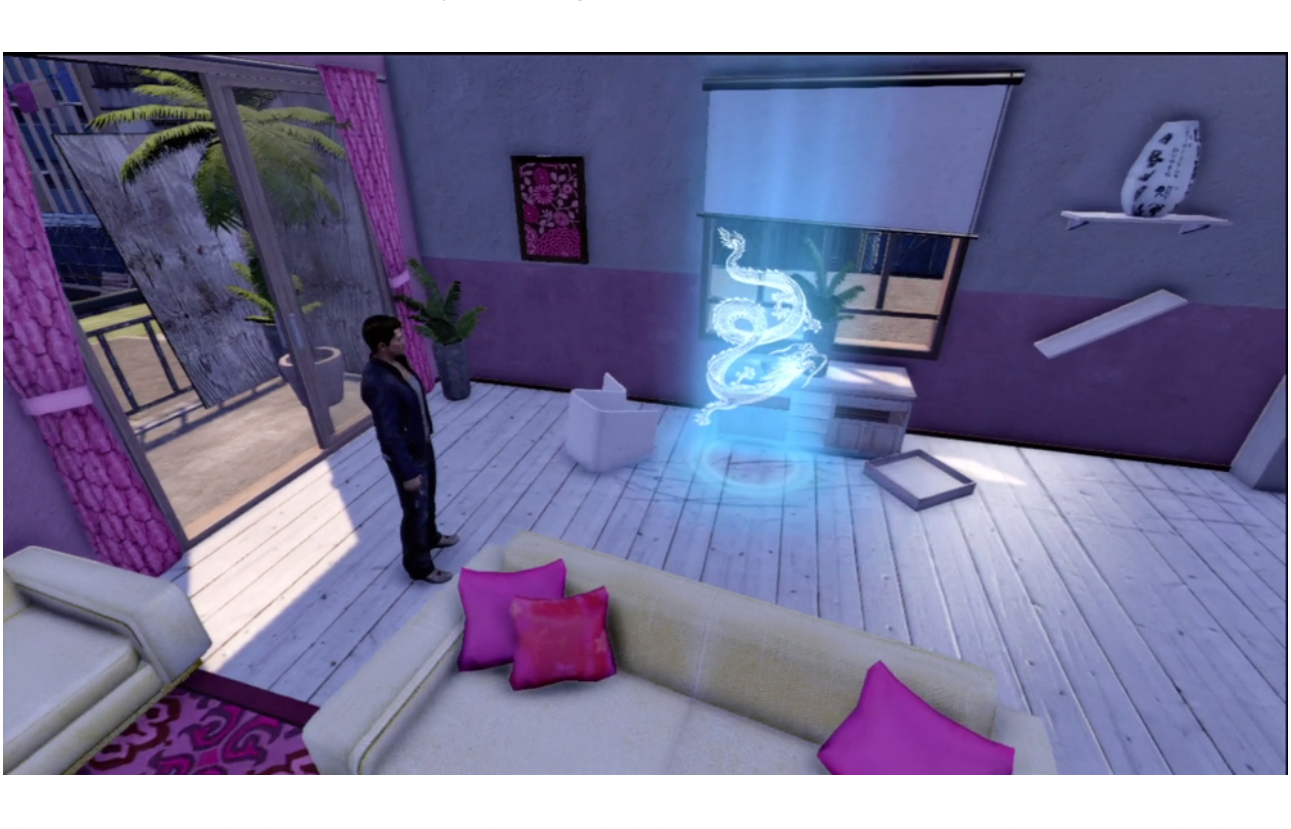
Go to the K-Bar to speak with Ilyana. She doesn't know of any strange activity on Katushka's behalf, but suggests that one of her favored customers, Mr. Chan, may know something. He is sitting in a nearby booth with another pair of hostesses. He's initially hostile to Wei, but Fast Talking him has him singing a different tune very quickly, promising to help the Sun On Yee any way he can.

You learn that Mr. Chan was helping Katushka pay rent and buy clothes and jewelry in exchange for her "appreciation". Like Ilyana, he hasn't seen her for a week. She last tried to get him to set her up a citizen's visa. Chan provides the address to her apartment. Leave the K-Bar through the back door.





Katushka's apartment is very close to the K-Bar, but requires some work getting to. Start off by climbing the crates just outside of the back door to the K-Bar. You'll reach the rooftops, and after a short run you'll eventually come across a locked gate that needs to be picked open. Climb up the wall just past the gate to reach the balcony to Katushka's apartment.



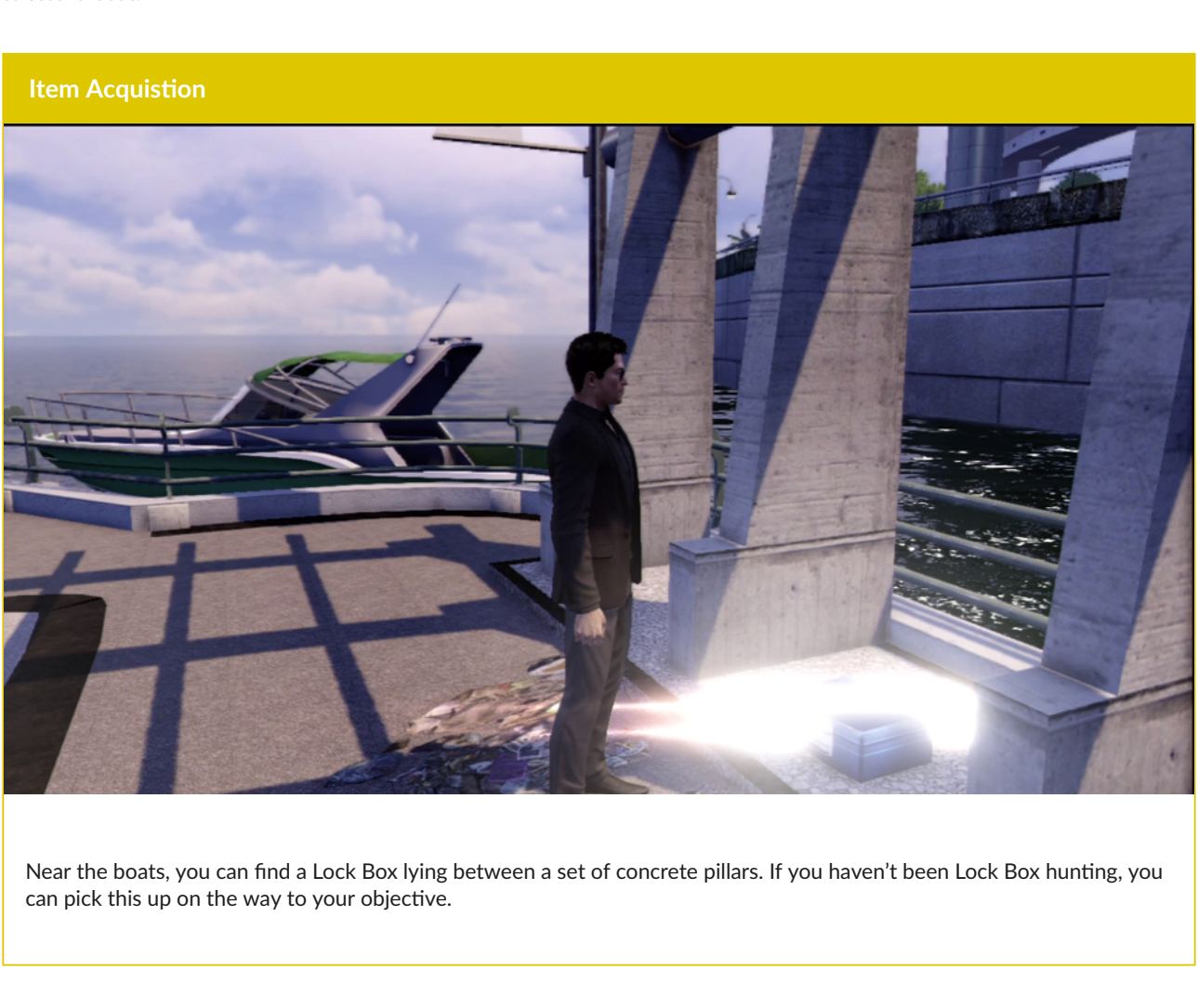
The place is ransacked, either as a sign of struggle or from the kidnappers looking for anything of value. Investigate the phone when prompted, then go toward the refrigerator to inspect the documents pinned to the door. Take a picture of the documents, and then call Teng with an update. The documents have a phone number that Wei wants Teng to run through the police database.

The number belongs Yar Kwai "Fisherman" Lai, an affiliate of the 18k, proprietor of several waterfront businesses, and possibly a smuggler. It turns out that Lai is a big gambler, visiting an establishment in Central. Wei intends to plant a bug on him by losing a game of poker.

Lead Two: Entrap the Suspect

Wei needs to dress the part of a gambler first, so visit the Aspirazone at the waypoint for the second lead in the case. With the disguise acquired, you need a boat to reach the gambling barge. Go to the docks near the Aspirazone marked on the mini-map to steal a boat.

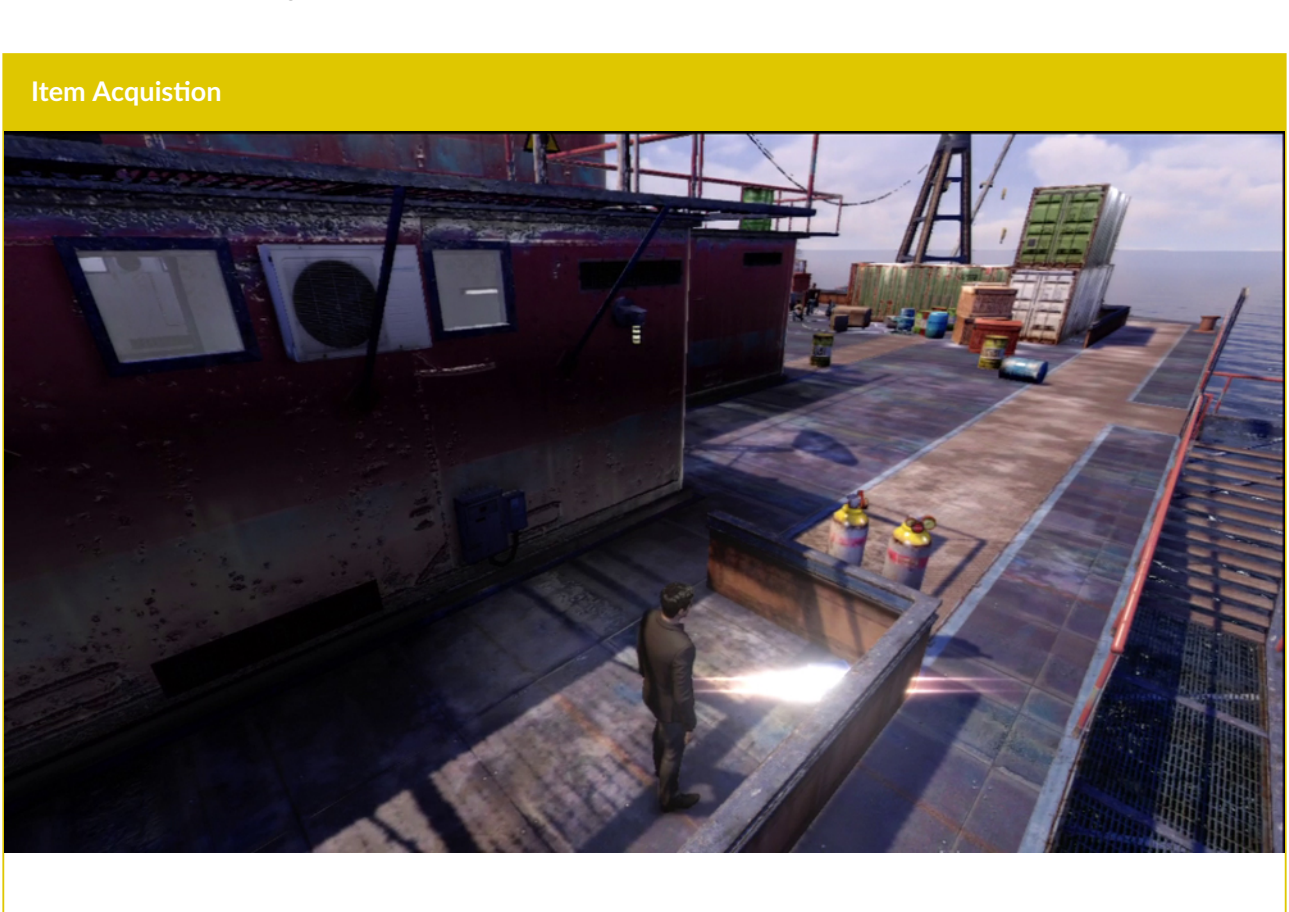
Item Acquistion



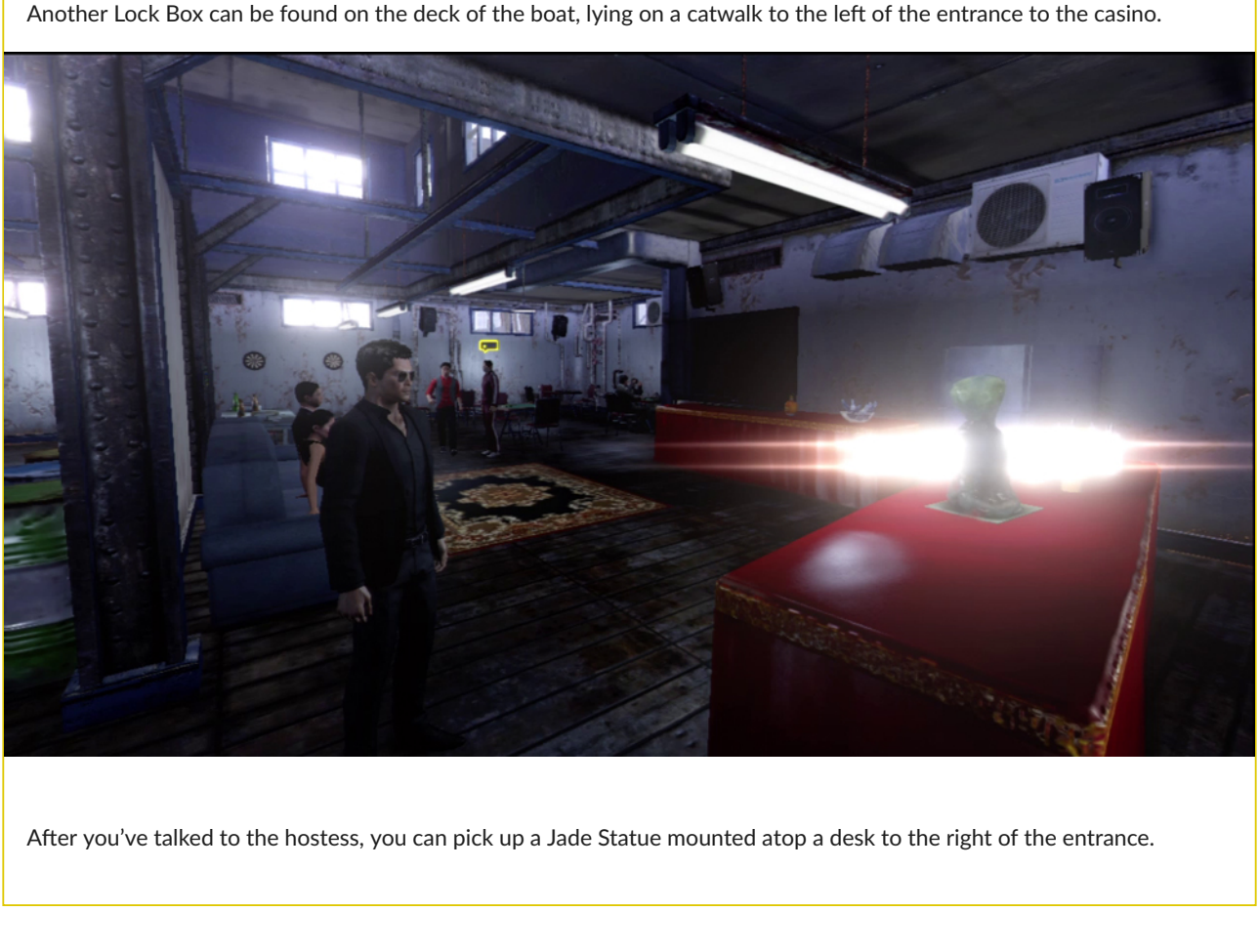
Near the boats, you can find a Lock Box lying between a set of concrete pillars. If you haven't been Lock Box hunting, you can pick this up on the way to your objective.

The gambling barge you need to visit is currently floating off of the northern coast of Central. Once you get to the barge, dock your boat and climb aboard. If you want access to the tables, you need to speak to the bouncer first. Once inside, you need to talk to a hostess to set up a game.

Item Acquistion



Another Lock Box can be found on the deck of the boat, lying on a catwalk to the left of the entrance to the casino.



After you've talked to the hostess, you can pick up a Jade Statue mounted atop a desk to the right of the entrance.

Yar Kwai Lai isn't interested in your reputation as Sun On Yee, he only cares about your money. After speaking with him, he sets up a game of Poker Mahjong. Winning or losing isn't important for the first three hands, but if you put a little time into studying the various "hands" you can draw, and pay attention to the value of the tiles in both your hand and your opponent's hand, you can make a tidy profit during the first three hands.

Before the fourth hand, Wei makes his move, and suggests Ilyana as a potential prize should Lai win. Attempt to lose this hand. After the loss, Lai makes the arrangement to have Ilyana presented to him at the docks in Central. After leaving the casino, call Ilyana with an update. She's not entirely pleased with the plan, but neither is Wei. At the very least, you have a trap ready to spring on Lai.

Lead Three: Rescue the Victims, Close the Case

Ilyana will go to the docks and wait for Wei to take her to the deal. She is quite nervous, but Wei promises to keep track of her using a special beacon planted on her. Yar Kwai Lai walks up from the dock to collect his prize. Once he and Ilyana climb into a boat, take a picture of it before it gets too far away to see either Lai or Ilyana.

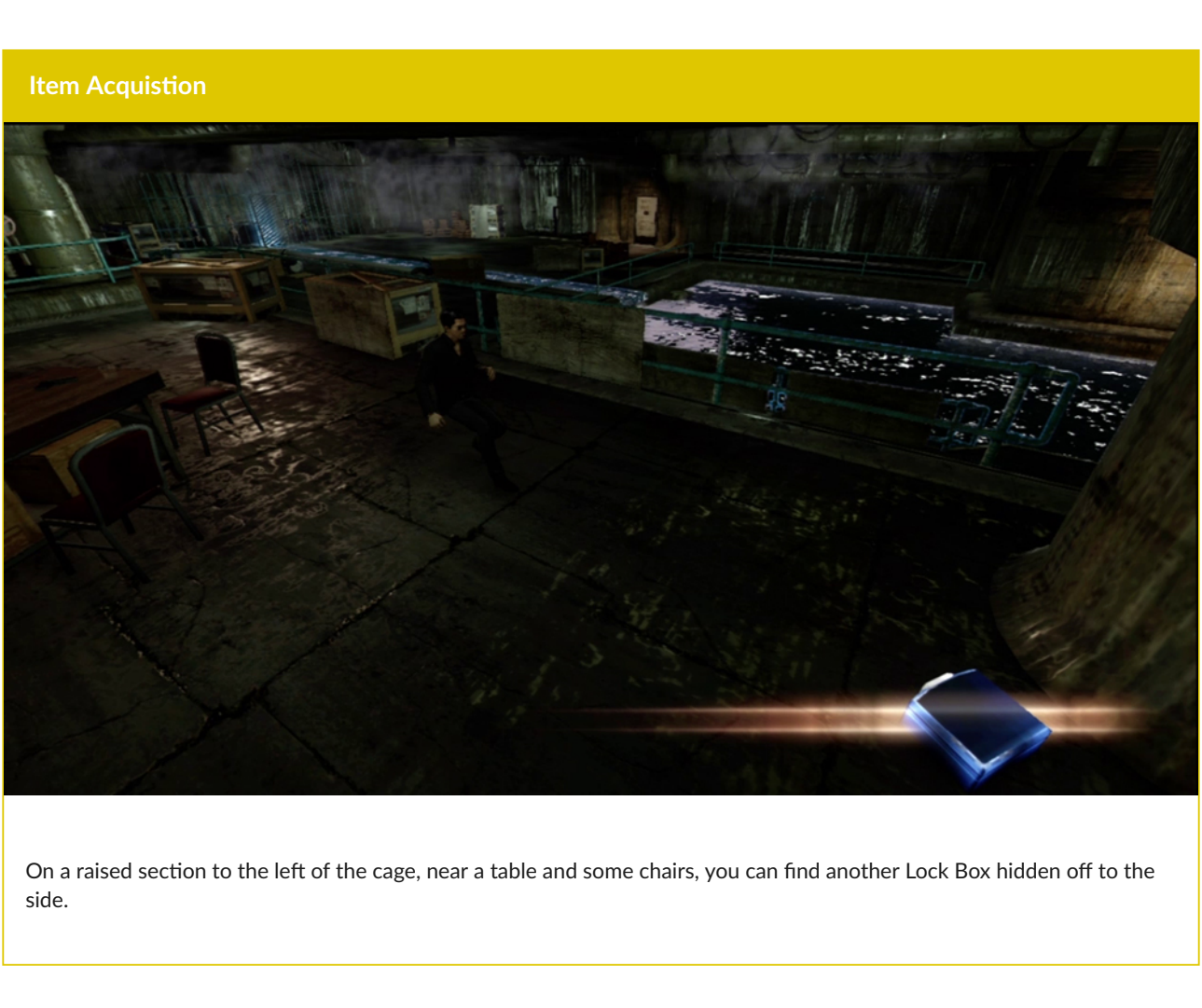
Now begins a series of races against time. Take the nearby motorcycle and drive as quickly as possible to the next waypoint. You have less than one minute to make it to the waypoint, otherwise you'll lose track of the boat and fail the mission. After the first waypoint, you are given another thirty seconds to reach a second waypoint, with another thirty seconds provided to reach a third waypoint.

The fourth waypoint gives you a just over a minute to reach it. You'll have to navigate a tighter set of streets to reach it, and it's easy to blow past the blocked-off side passage that leads to the waypoint at the dock. Keep your eyes on the GPS to know when the turn off is coming up.

Once you get to this final waypoint, the boat you were tracking refuses to show up. You need to steal a boat and travel to Ilyana's last known coordinates. You'll pass by a large sewer entrance on the way to the new waypoint, and you'll have to park the boat and swim your way in.

As you sneak into the sewer, Lai's boat leaves the area. As you go deeper into the sewers, you'll find a cage that holds numerous kidnapped women inside it.

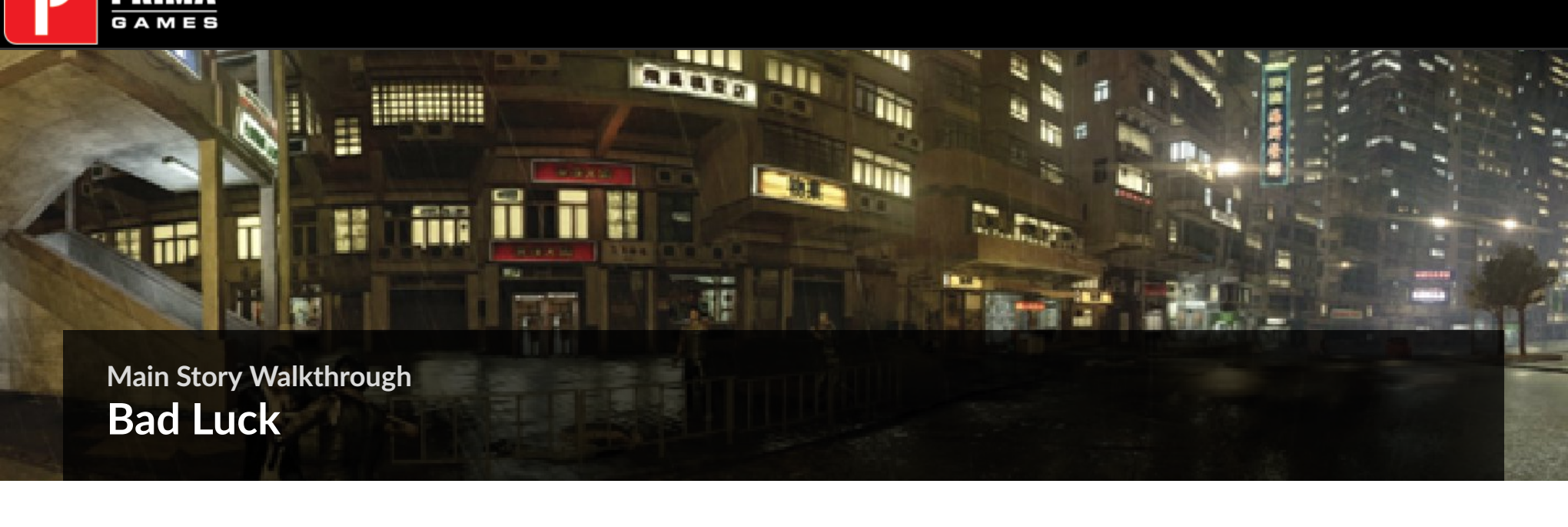
Item Acquistion



On a raised section to the left of the cage, near a table and some chairs, you can find another Lock Box hidden off to the side.

As you approach the cage, a number of guards charge into the room, armed with an assortment of guns. Pick up the nearby pistol and take cover. The first wave starts off with a height advantage, but they have to greatly expose themselves to take shots at Wei. A second group of guards will enter from doors close to the cage itself. After the guards have all been dealt with, pick the lock on the cage to free Ilyana and the other girls. The rescue wraps up both the third lead and the entire kidnapping case.

Inspector Teng calls in the aftermath of the rescue. The HKPD have nabbed Fisherman Lai and the remnants of his crew, and have charges drawn up for everyone involved in the human trafficking ring. Another twenty-two girls were recovered hidden in other locations, and if Wei hadn't come along they'd have all ended up in much worse condition.

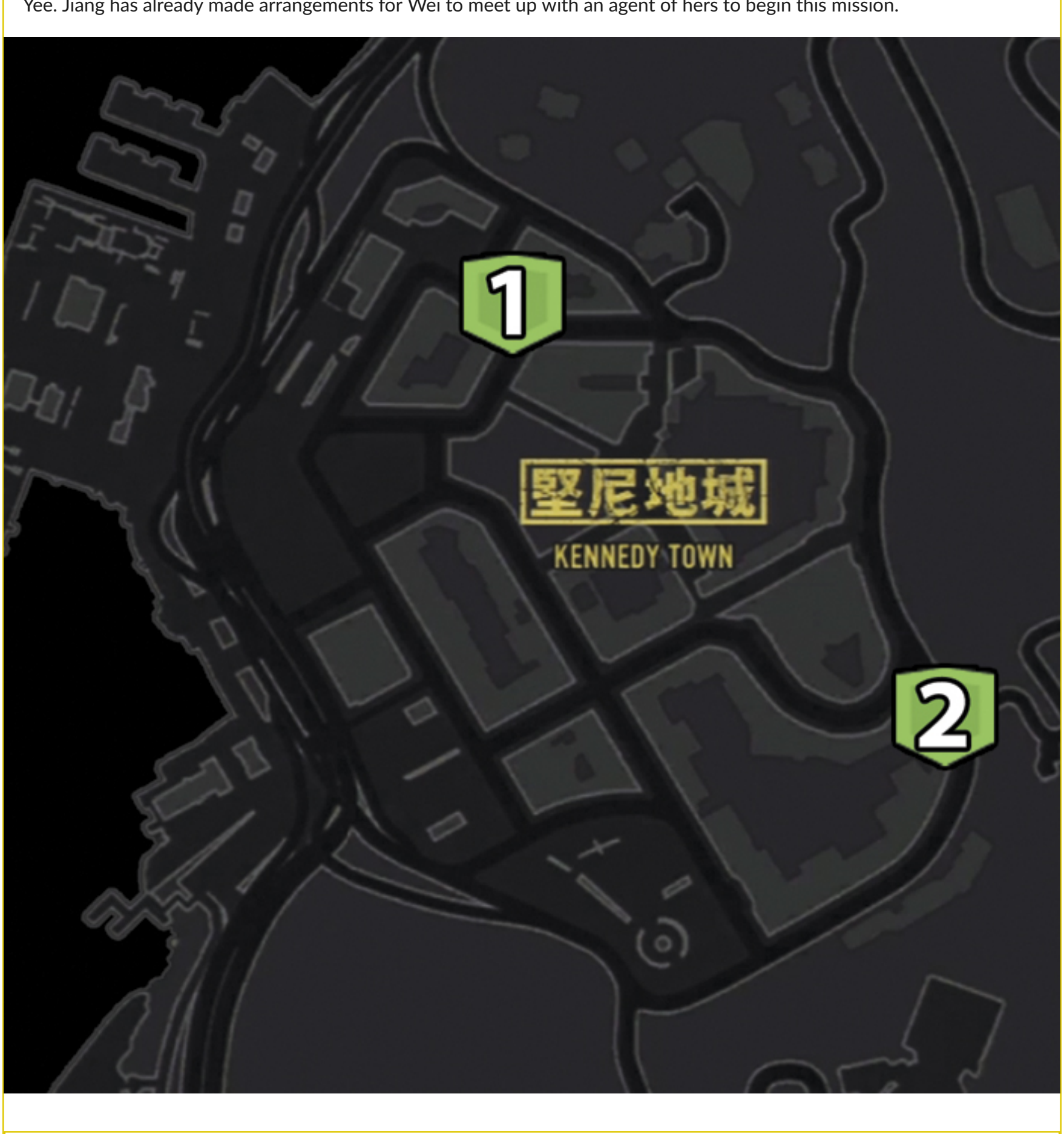


Main Story Walkthrough

Bad Luck

Preceding Missions: Fast Girls (Main Story)

Broken Nose Jiang calls Wei to a strategy meeting between them alone. It seems that Two Chin Tsao is preparing to make his temporary role of Chairman into a permanent one. The two conspirators agree that Big Smile Lee will kill Two Chin before this can take place. Therefore, they must force Two Chin to step down, which could then lead to a proper election as per the Sun On Yee's code. Jiang wants Wei to take advantage of Two Chin's obsession with feng shui and heroin. Ruin his feng shui, and he will likely be driven to indulge in his other addiction, and no longer be in condition to lead the Sun On Yee. Jiang has already made arrangements for Wei to meet up with an agent of hers to begin this mission.



Click here for interactive maps

Mission Unlocks: Conflicted Loyalties (Main Story)

Job and Minigame Unlocks: None

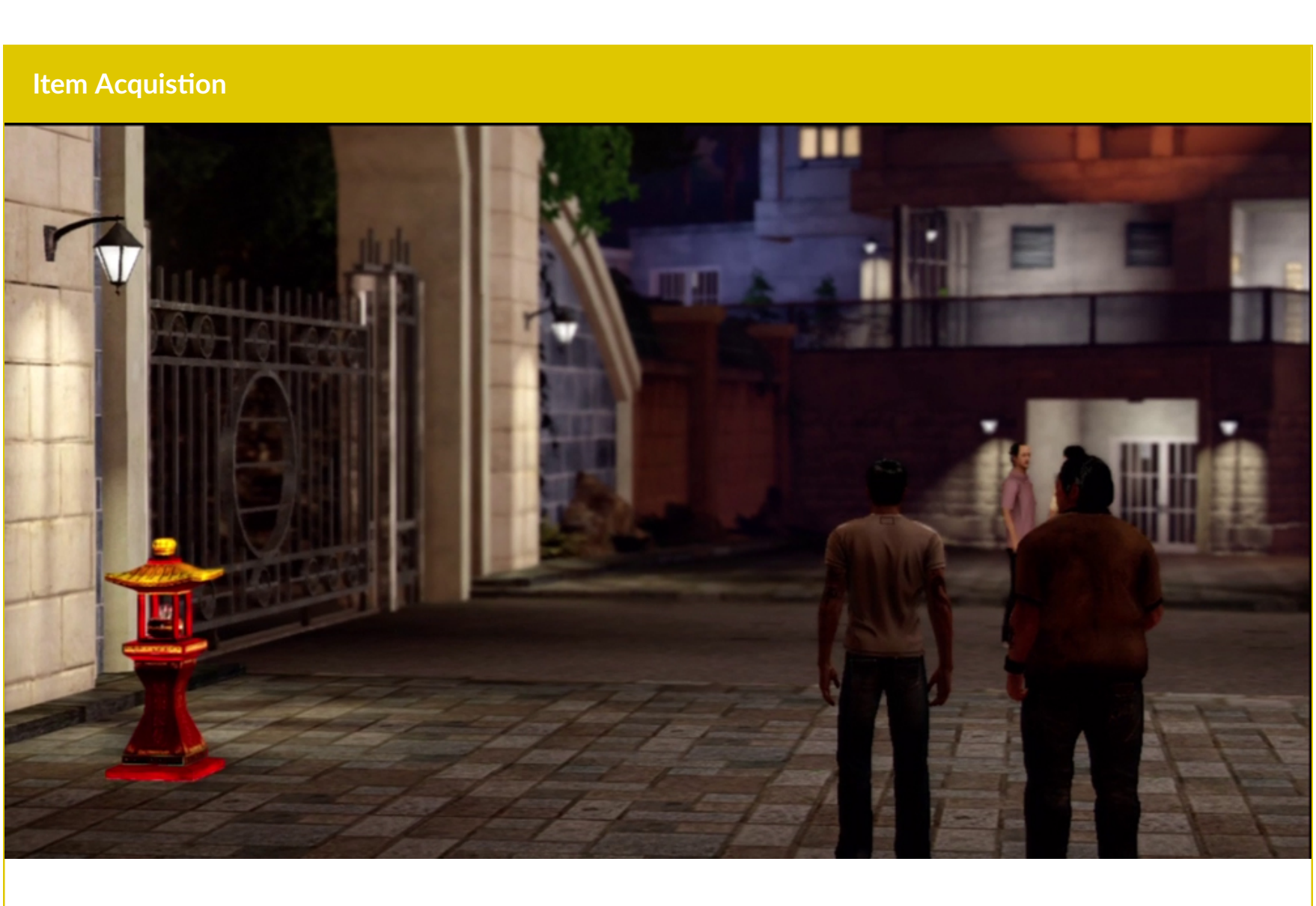
Event Unlocks: None

Favor Unlocks: Broken Parts, Beat the Heat, Tang's Toy, Tang's New Toy, Tang's Newer Toy

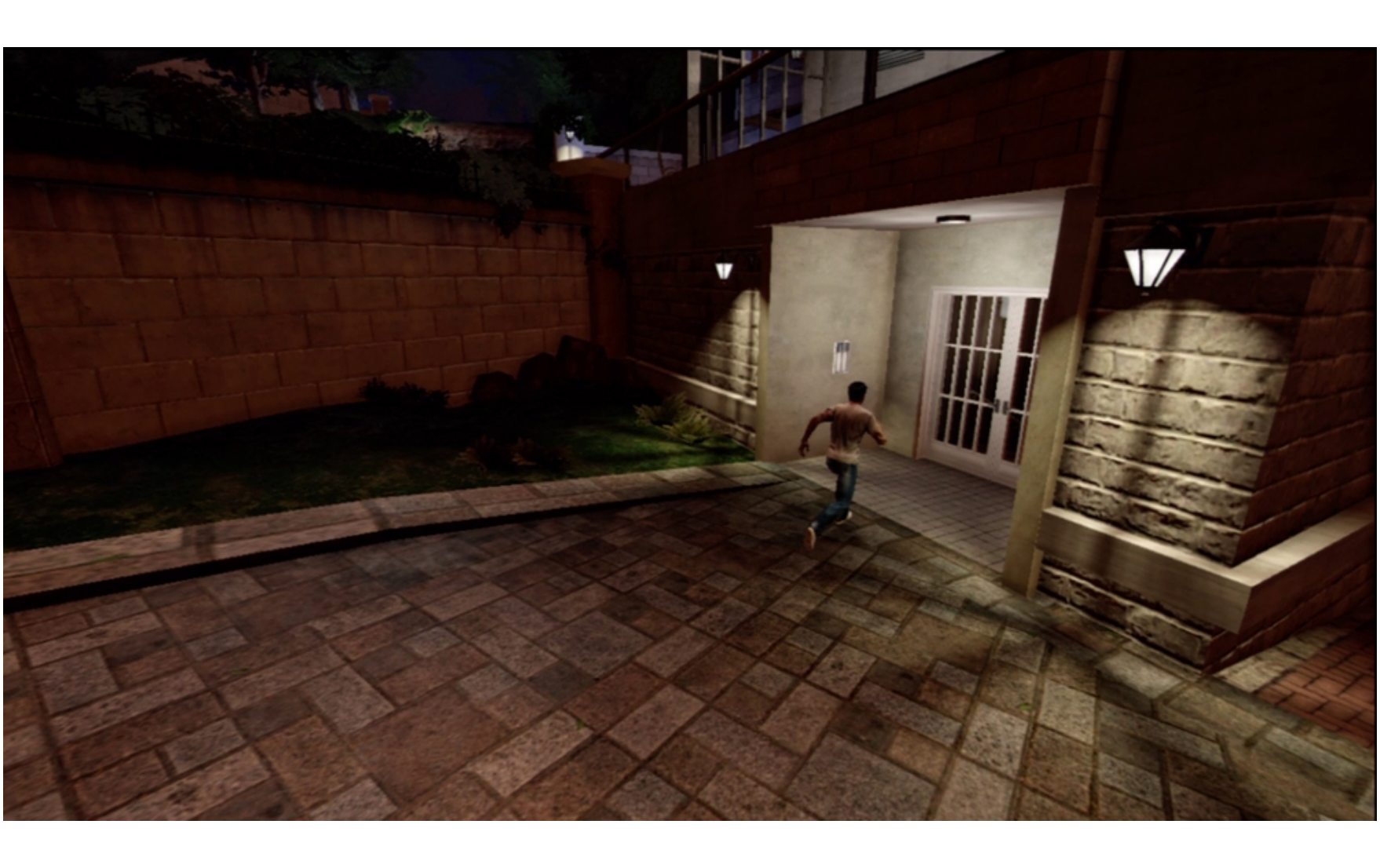
Rewards: HK $500

The "Crab Car", with Old Salty Crab himself inside, waits for you after the meeting with Jiang. Climb in and drive over to the gated community Two Chin's home is located within. You arrive just as Two Chin is leaving his compound for a hard night of gambling, which Old Salty Crab warns will be a very short night considering how terrible Two Chin is with money.

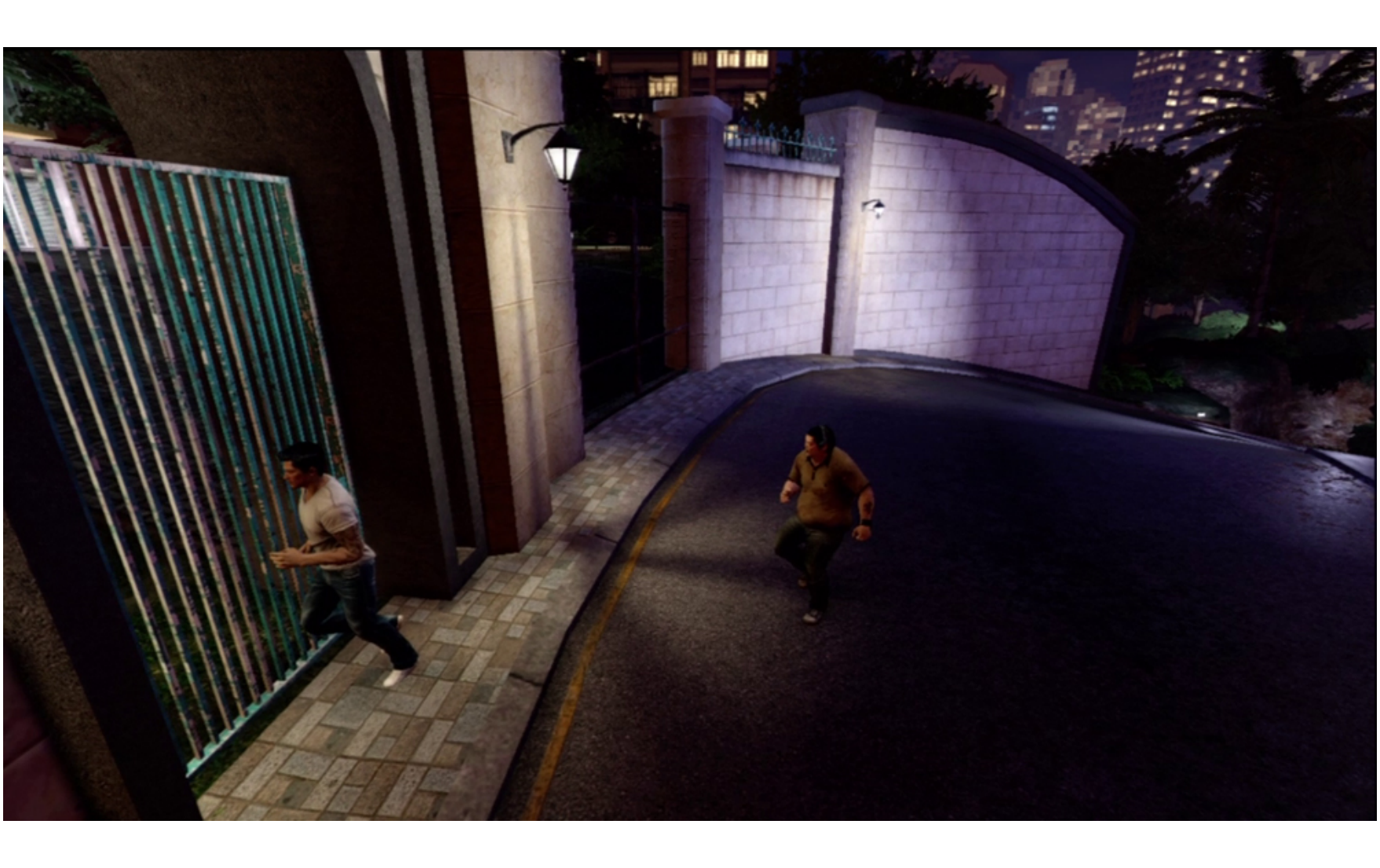
Item Acquistion

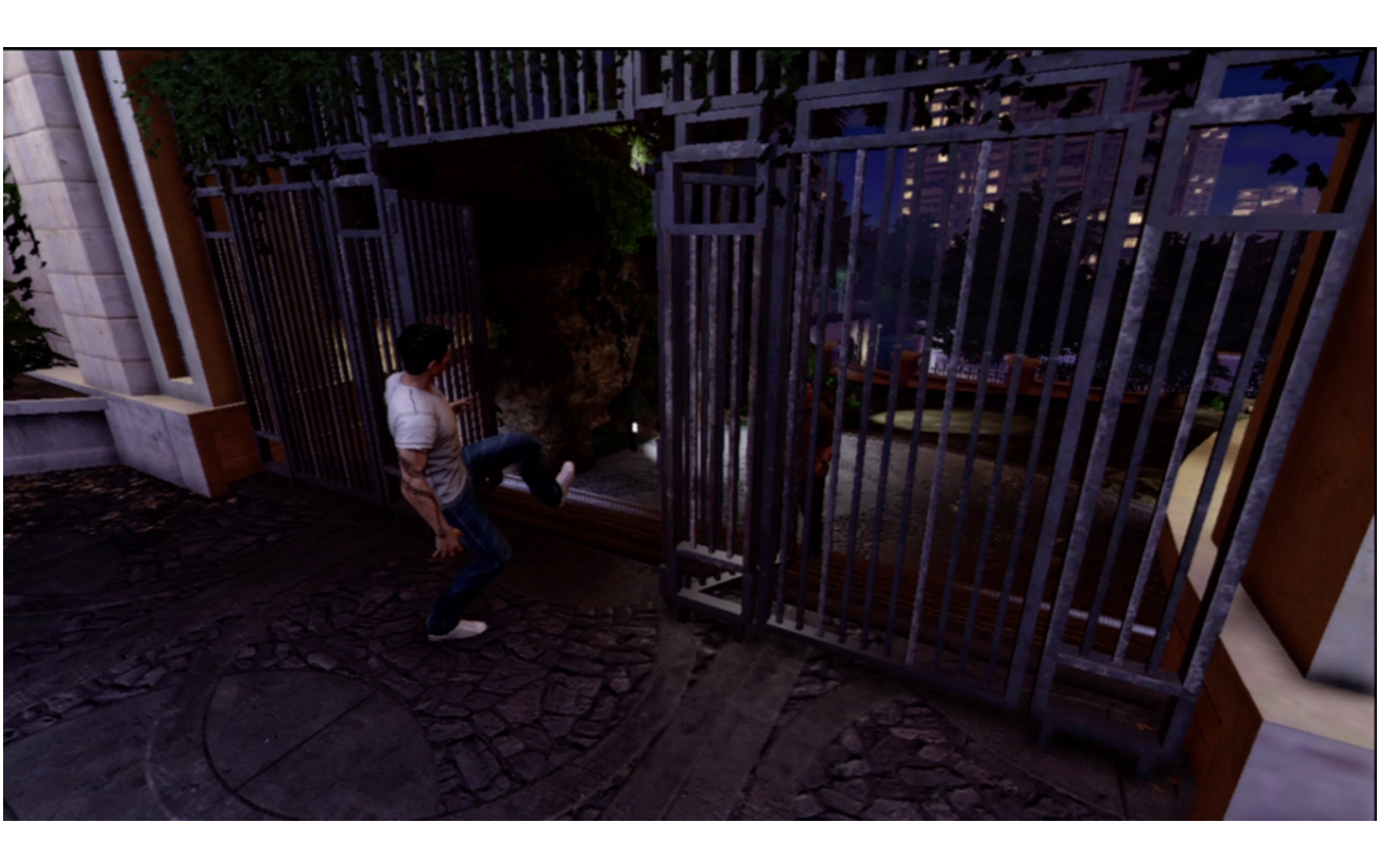


There is a Health Shrine just outside of the main gate.



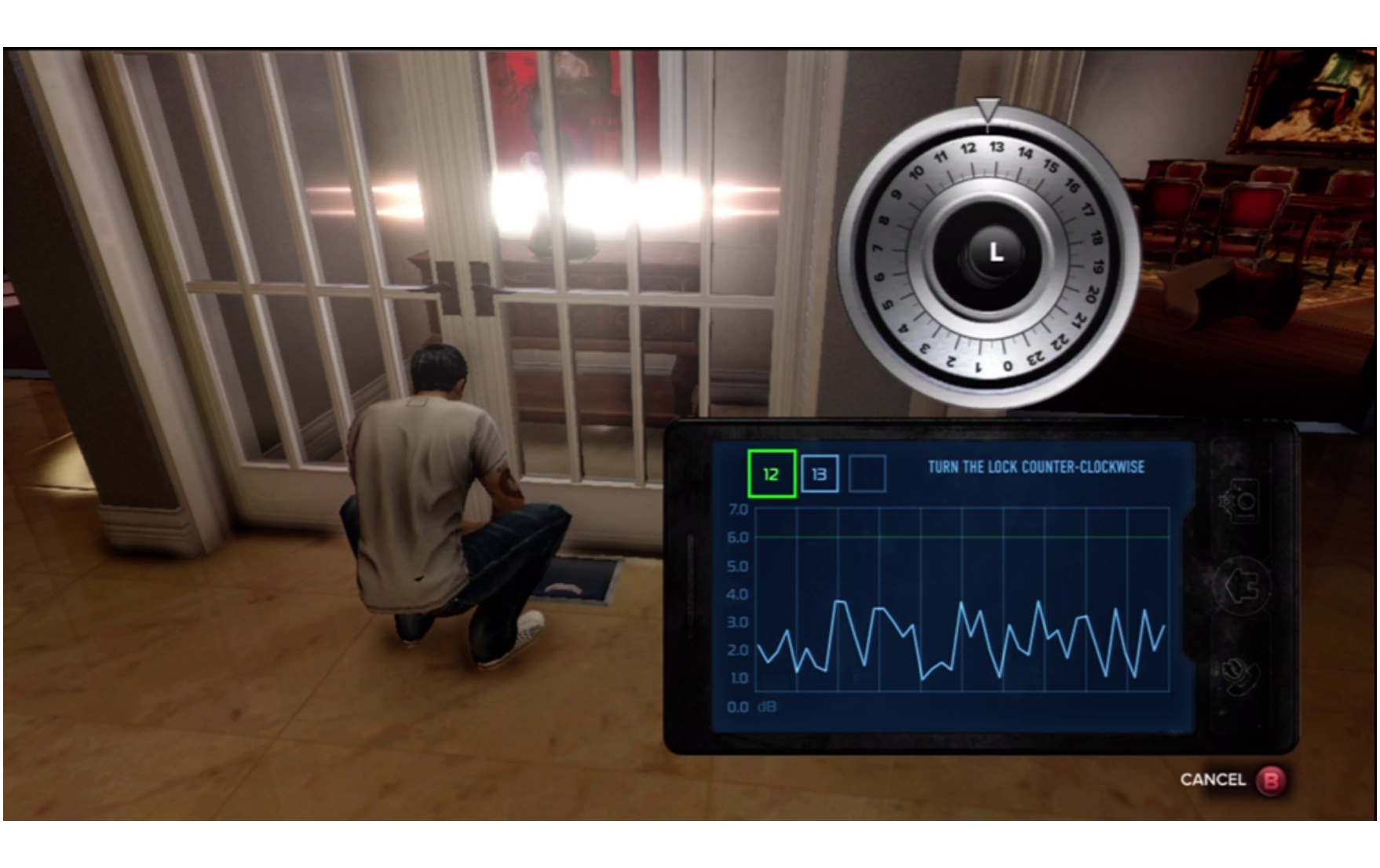
The main gate is out of the question for entry. Instead, head to the nearby building with its own small gate, and use the intercom to contact one of the tenants. You'll have to Fast Talk them into letting you into the building. From there, climb up the stairs and use the back door to make it on Two Chin's property.

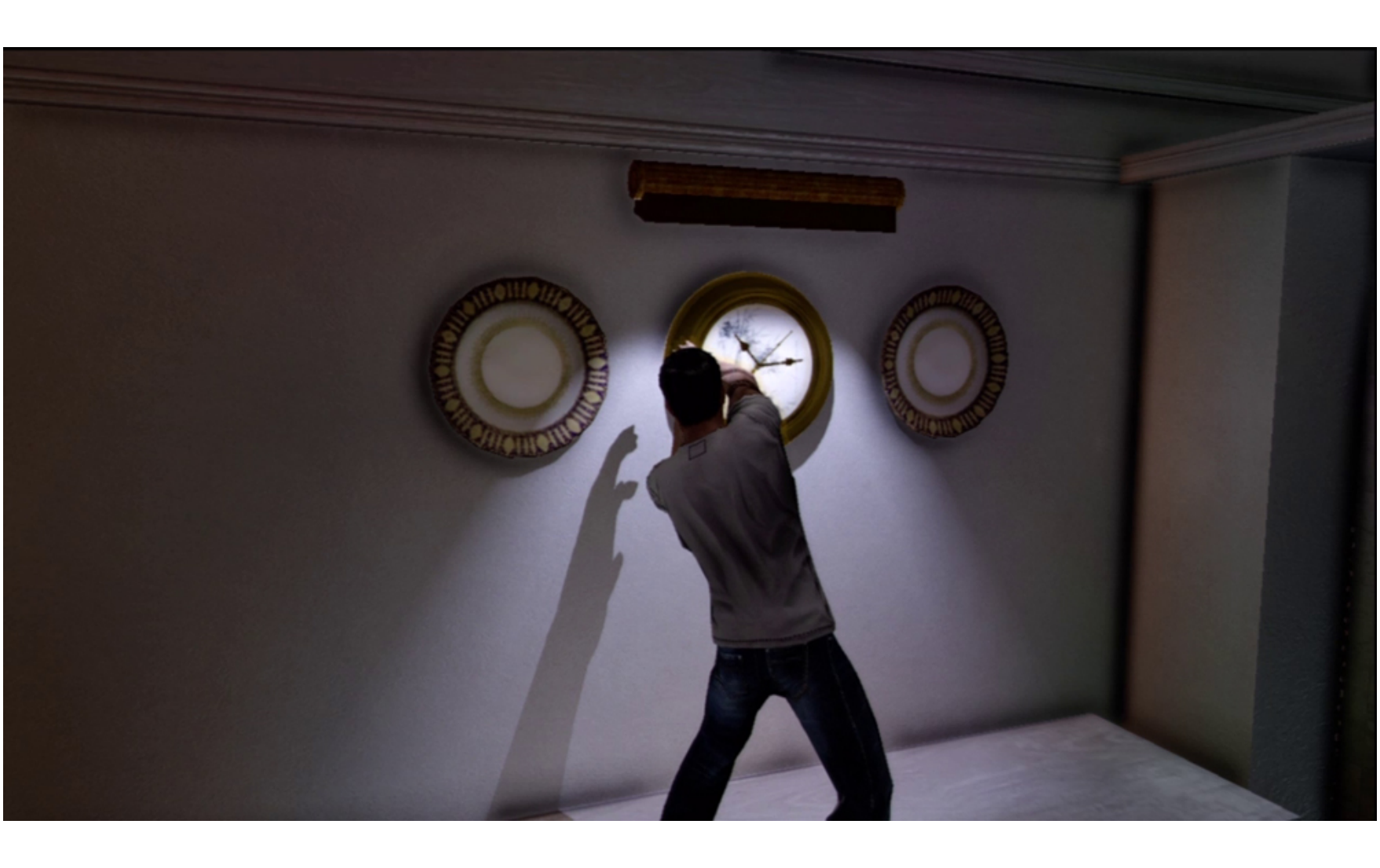


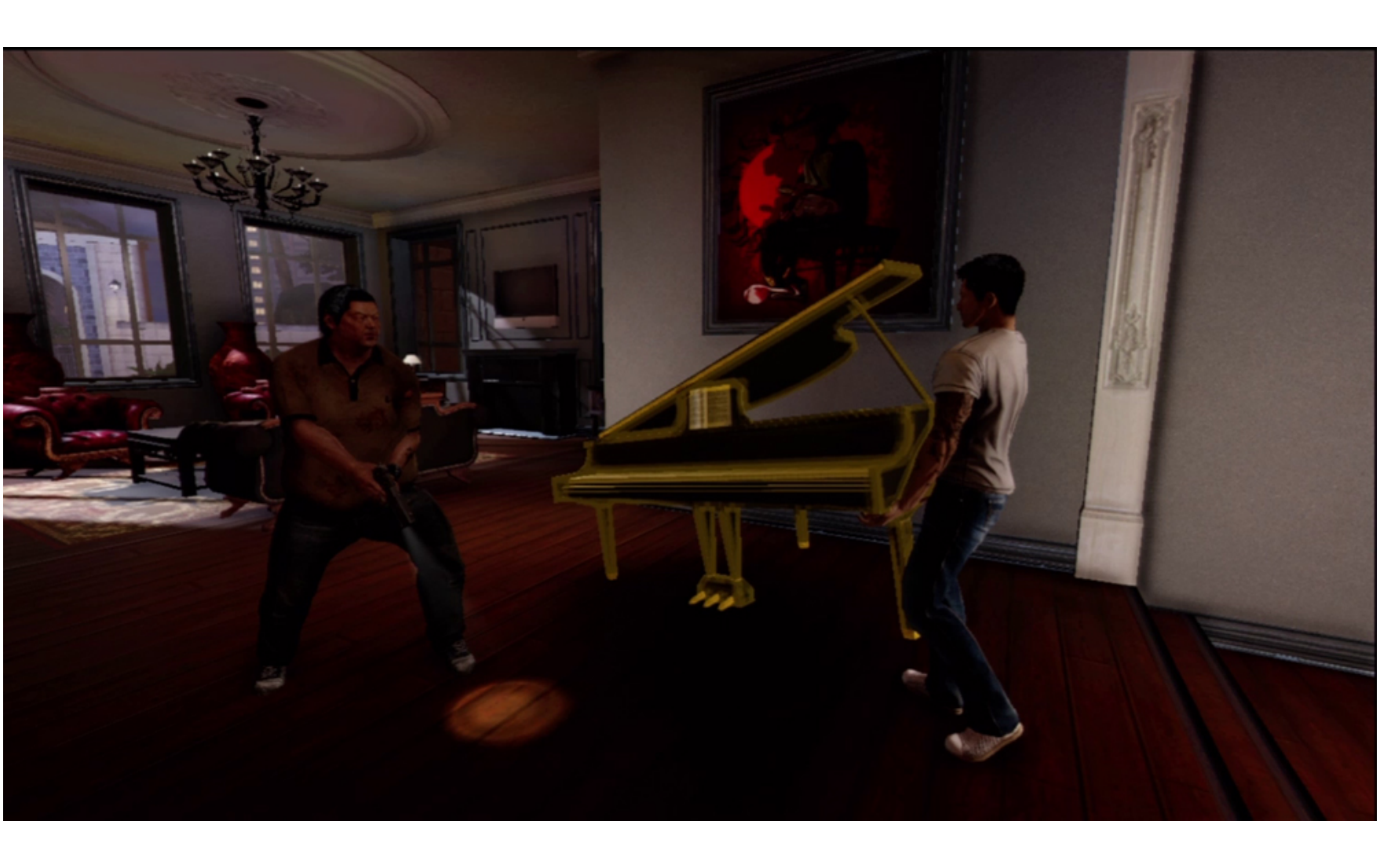


There are multiple ways to get to the mansion. You can follow the winding road all the way up to his front gate, Fast Talk past any guards who confront you, and finally pick the lock to the front gate. You can also use a side path to climb behind the security wall, avoiding many guards in the process, and kick open the front gate to allow Old Salty Crab inside.

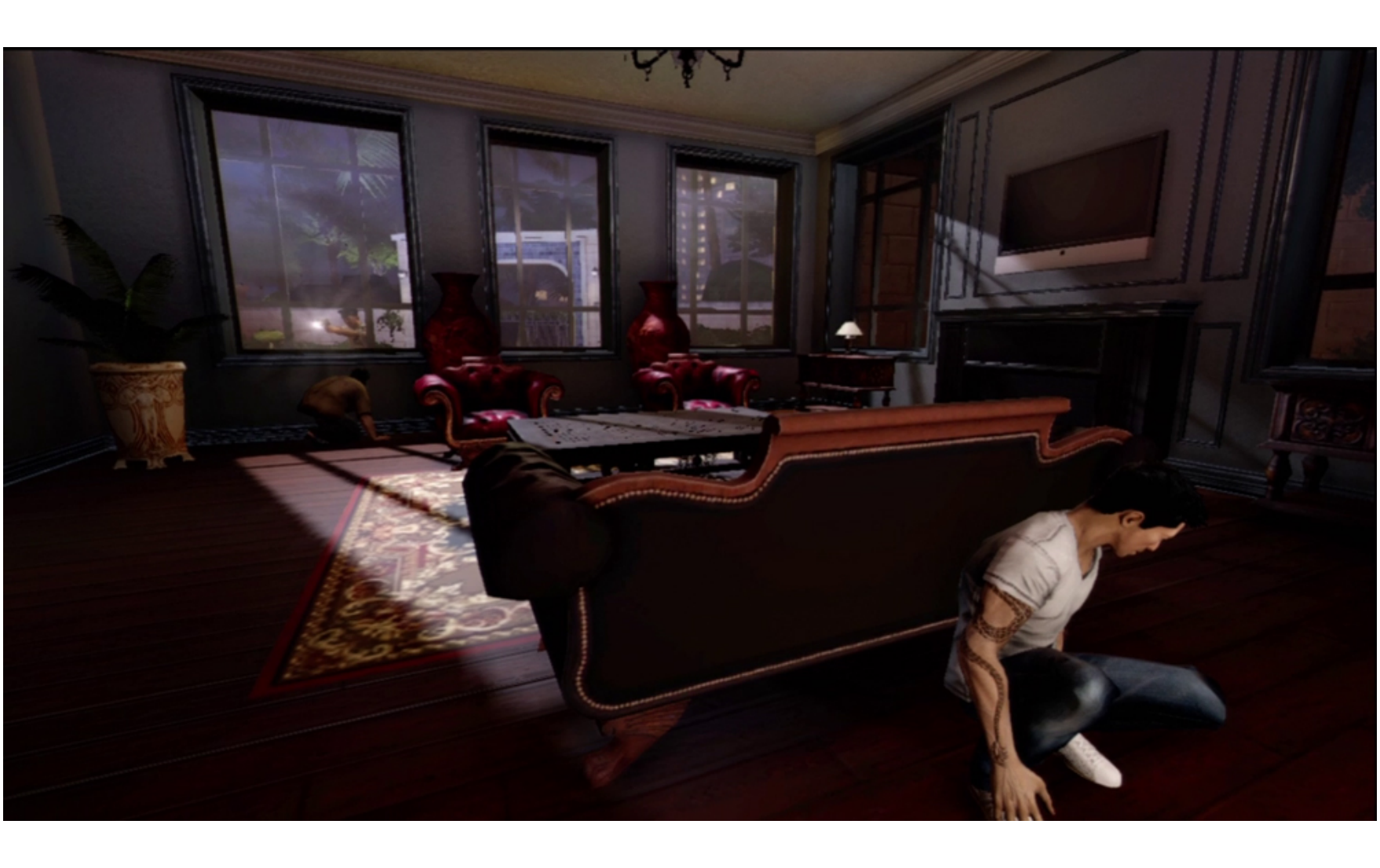
Once you slip past the various pieces of security, you'll need to pick the lock of the front door to the mansion itself.



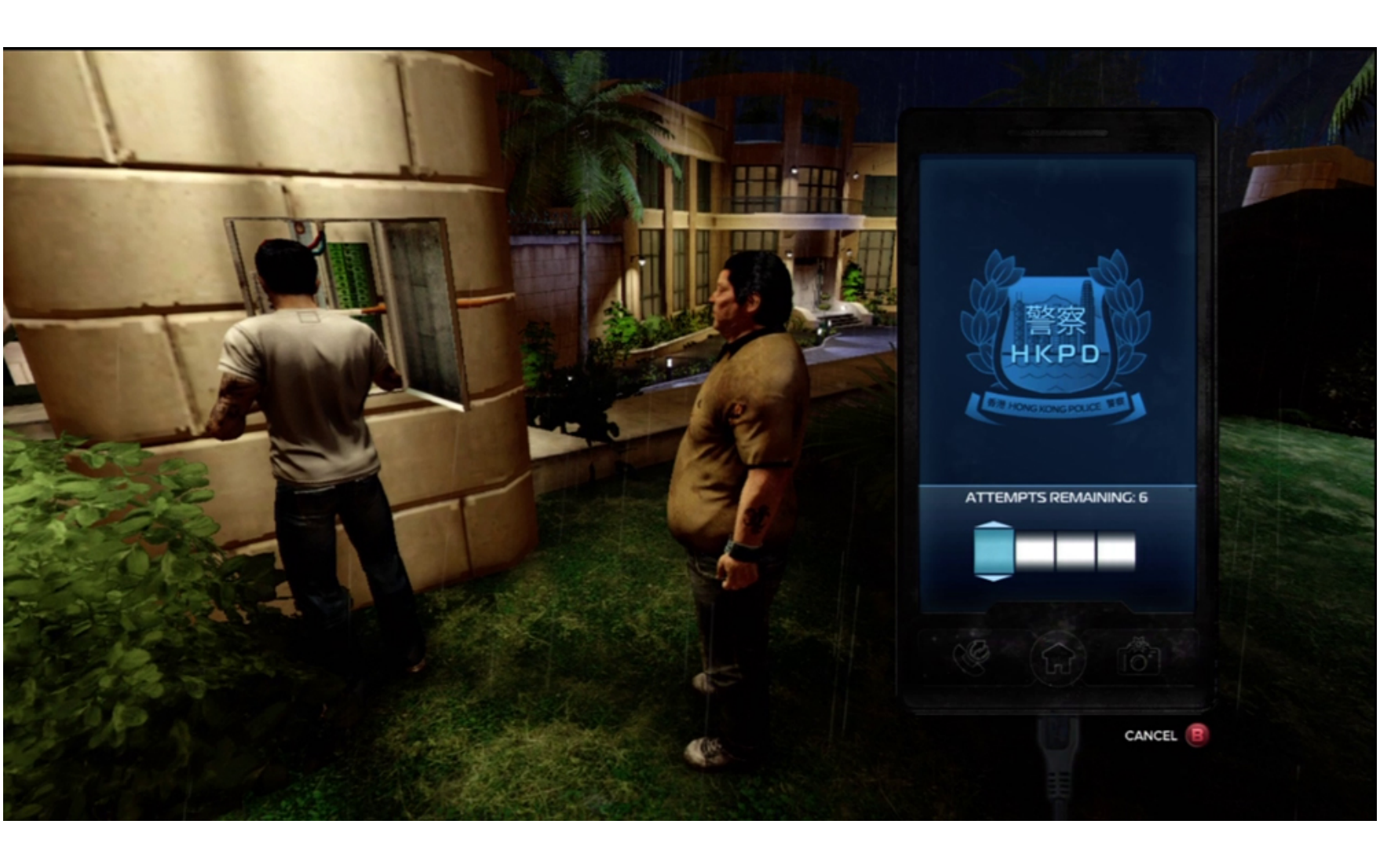




Once inside the mansion, there's a fair bit of mischief you are able to get up to. First, smash four of the vases on display around the room. Next, you can open the lock to a display case to steal a Jade Statue that is secured inside it. You then move to one of the clocks to reset the time to 4:44, and then unplug it to keep it frozen to that time. Lastly, Old Salty Crab will suggest that you turn the piano in the main room. After your little vandalism, it's time to leave.



Or not. A security guard notices that the front gate was left open, and he moves to check the mansion, flashing his light through the windows. Hide behind the couch and do NOT move until the guard satisfies his curiosity and shuffles off, distracted by a lunch call from another guard.



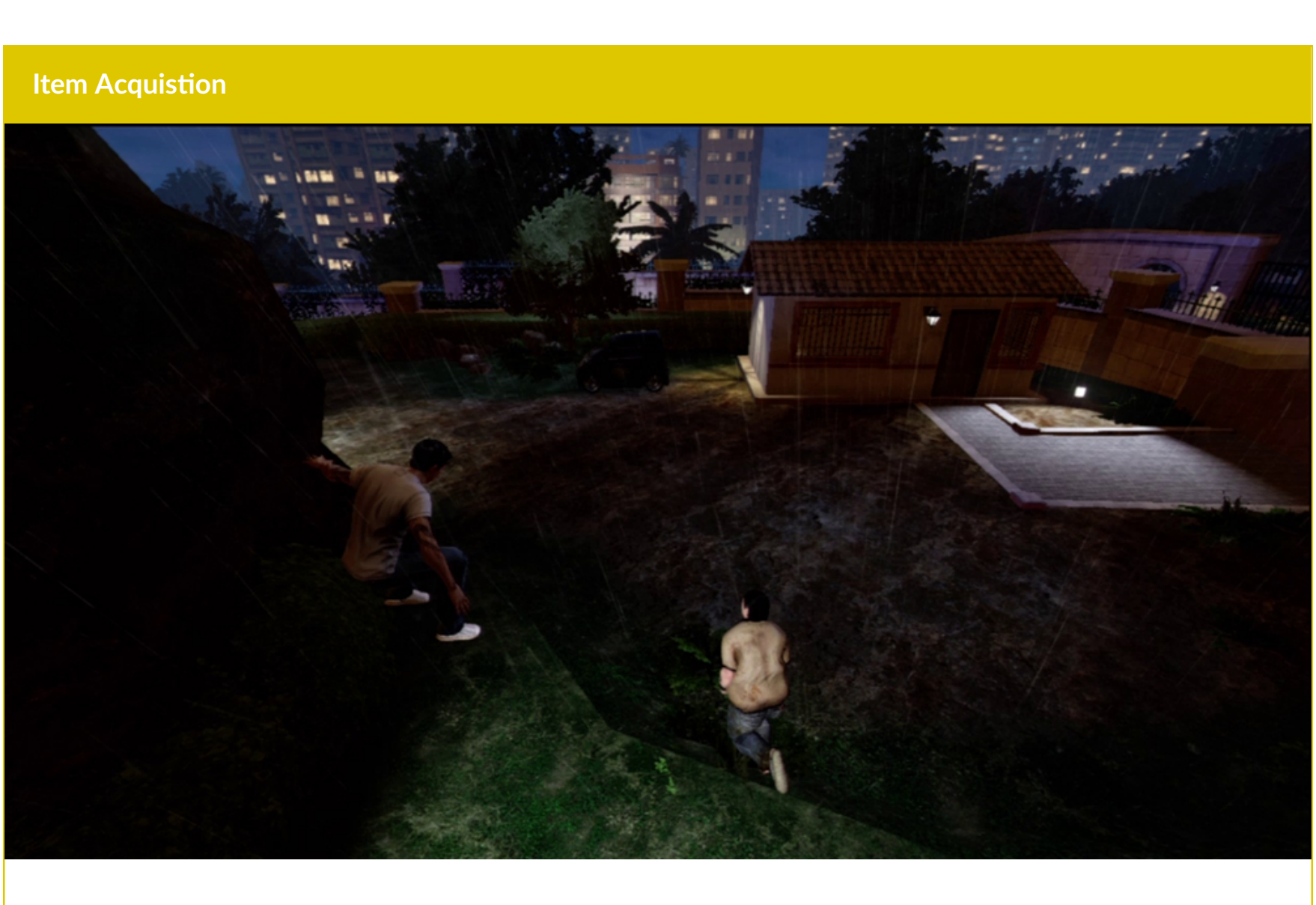
After leaving the mansion, Old Salty Crab notices one last snag: a security camera was pointed at the mansion this whole time. While it hasn't alerted anyone yet, the footage will give away who was responsible for the bad feng shui. Climb up to the security panel underneath the camera, and hack it to delete the evidence.

Note

This camera counts as one of the Spy Cameras that can be hacked around the entire city.

Two Chin arrives home from his gambling binge, upset to have lost so much money and further upset that his guards didn't stop him while he was still ahead. Entering his home, his anger only increases after seeing his home ransacked, and he orders his guards to get lost. Follow Old Salty Crab to an escape vehicle.

Item Acquistion



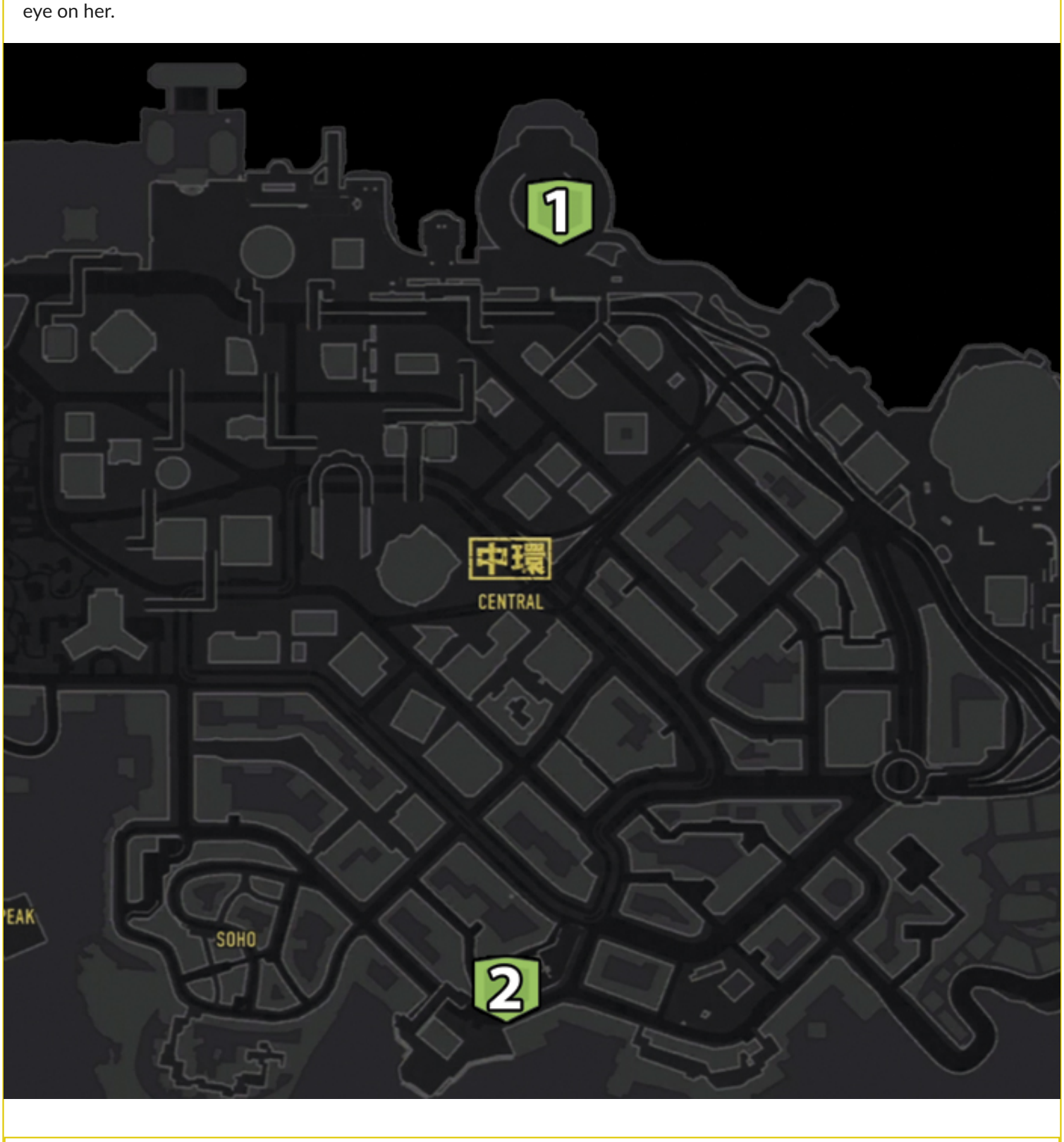
Shortly after you begin your escape from the mansion property, Old Salty Crab runs past a small storage building. Behind it is a Lock Box you can quickly retrieve without compromising the mission. This Lock Box counts towards your Aberdeen collectibles.

Old Salty Crab suggests that you take a small guard car to escape. Use it to ride back over the outer wall, and drop Old Salty Crab off at his car. He drives off, content to have worked with Wei. After the mission is completed, Broken Nose Jiang calls up Wei with some very bad news: Uncle Po has died and the cause is yet unknown. Big Smile Lee will soon make his move. Things are about to get very complicated.

Conflicted Loyalties

Preceding Missions: Bad Luck (Main Story)

When Wei arrives at Sonny Wo's building, he finds Ricky putting up with the usual crass humor Sonny is well known for. Eventually business and a date with Vivienne calls Ricky away from Sonny. After he's left, Sonny turns to Wei and asks if he's familiar with Big Smile Lee. Their joint venture in porn production is where Vivienne will end up if she crosses Sonny in some way. In order to ensure her status as his little starlet, he wants Wei to set up security cameras so he can keep an eye on her.



Click here for interactive maps

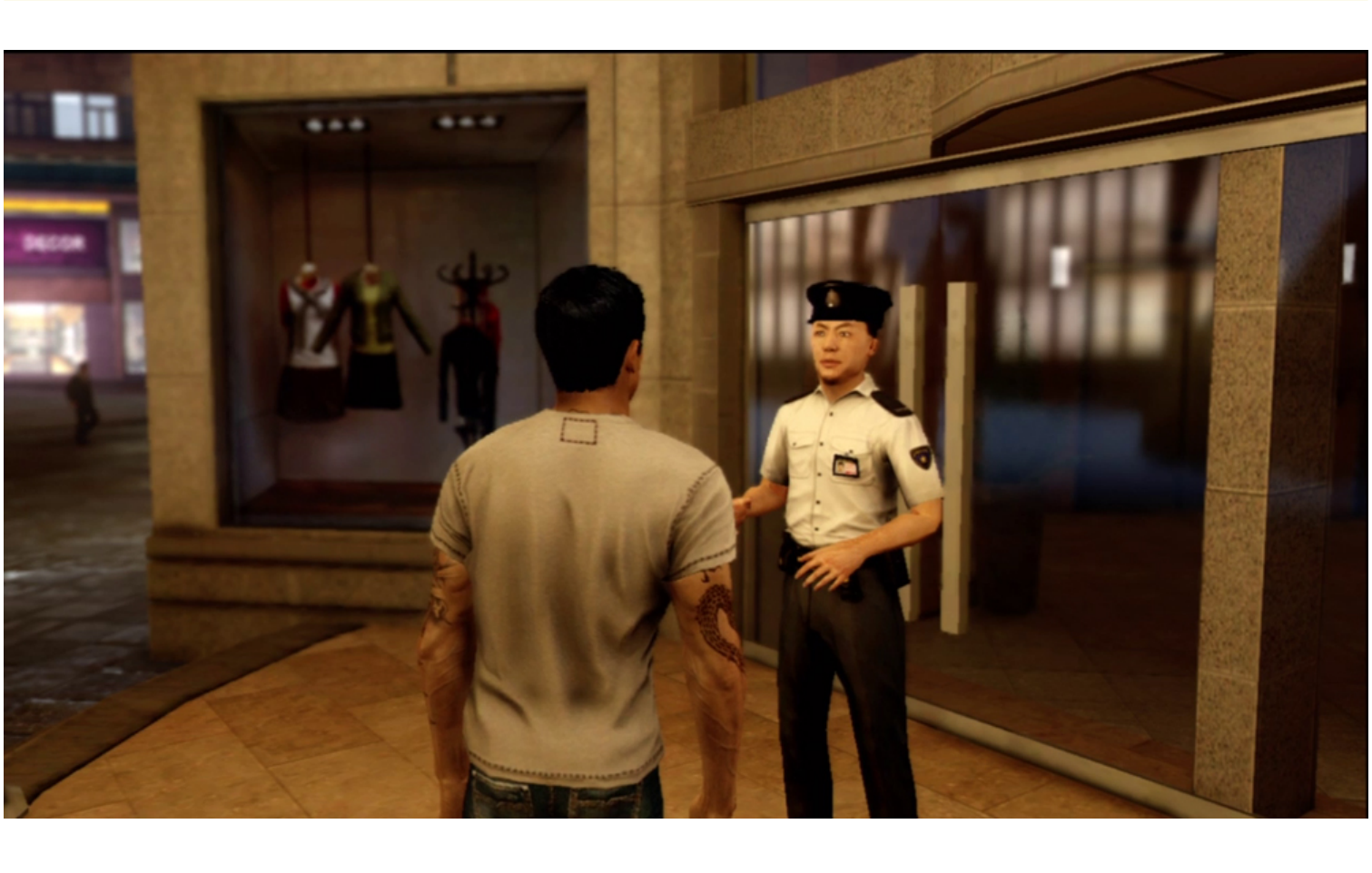
Mission Unlocks: The Funeral (Main Story)

Job and Minigame Unlocks: None

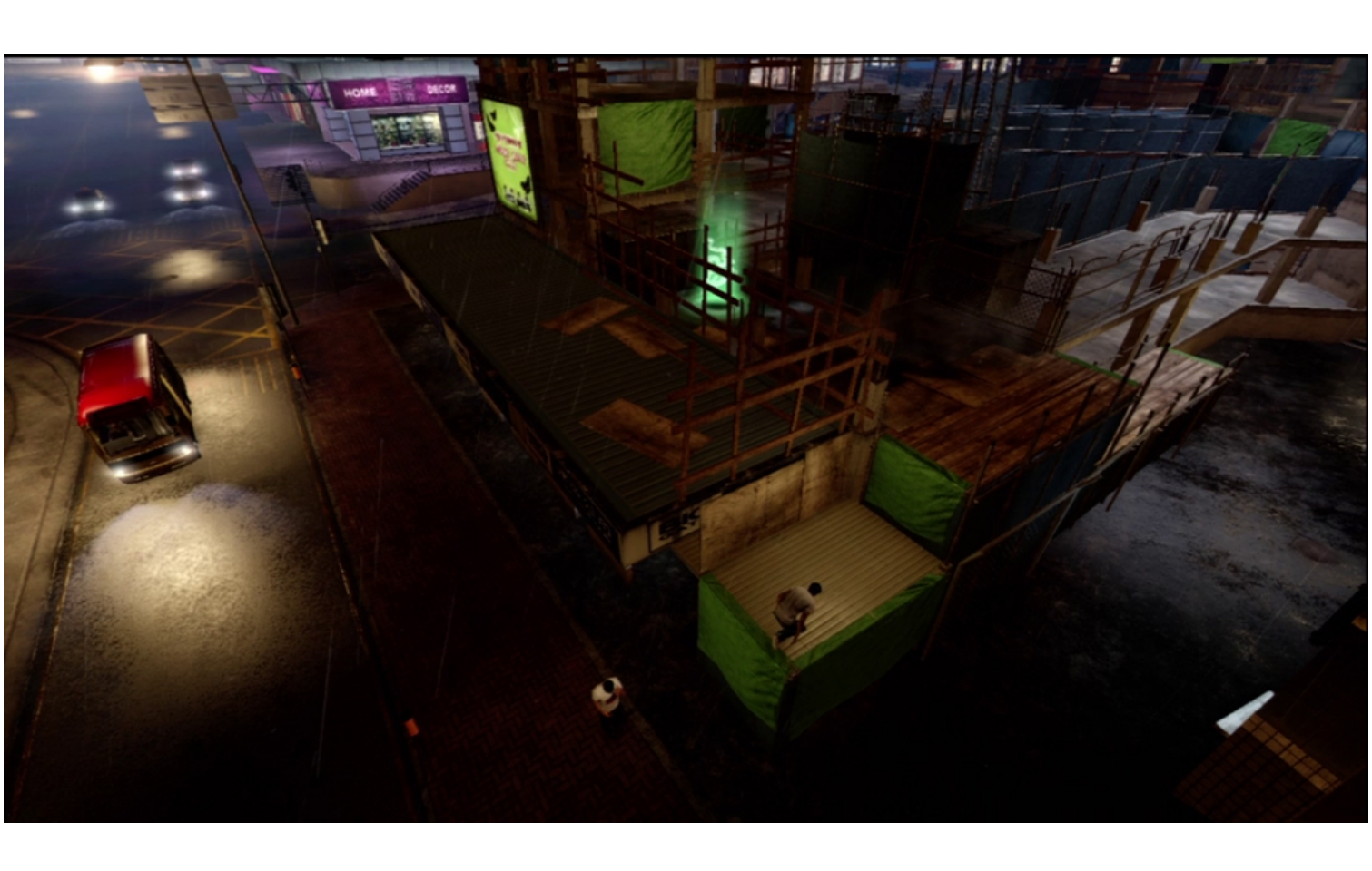
Event Unlocks: None

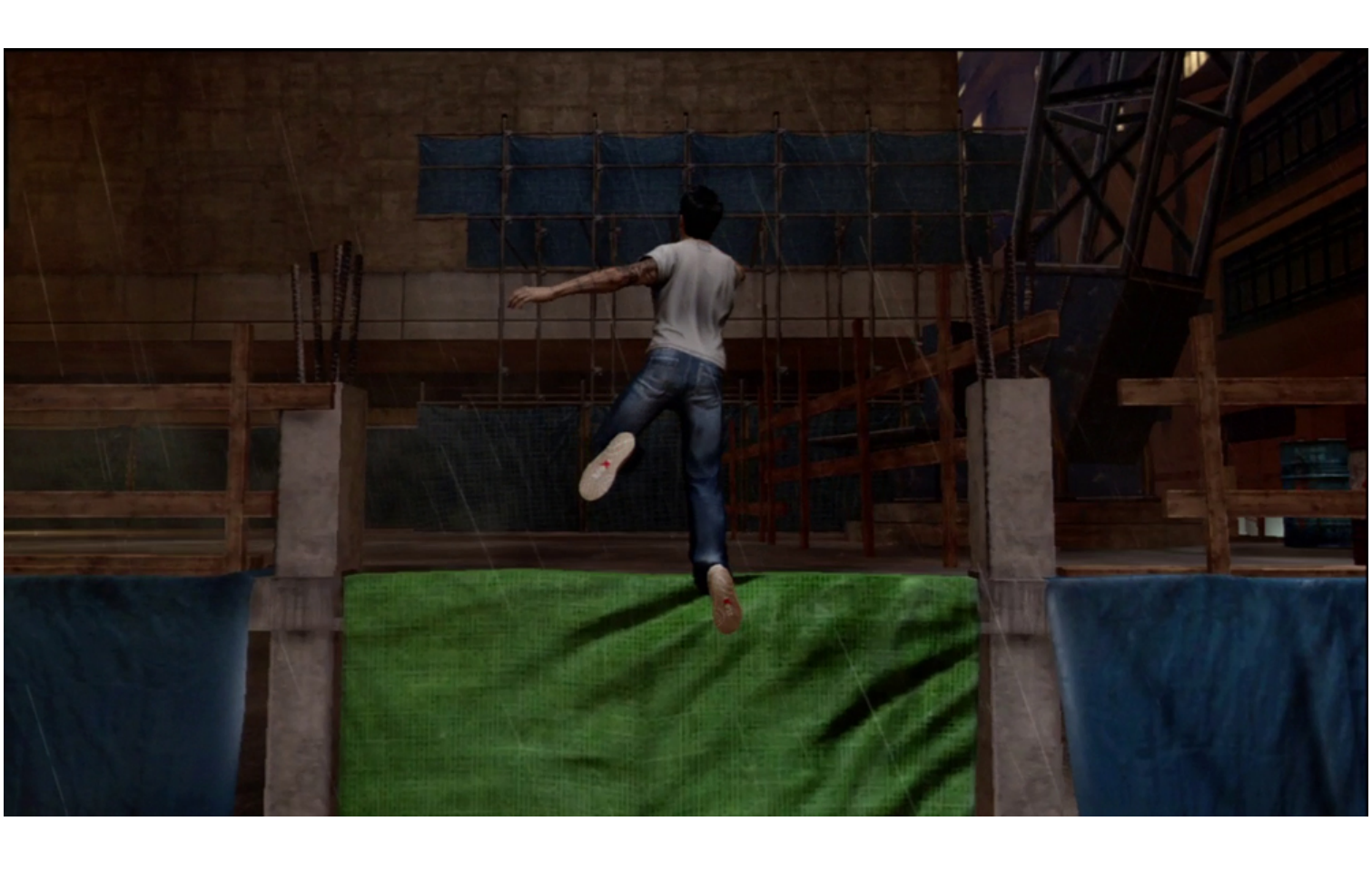
Favor Unlocks: None

Rewards: HK $500



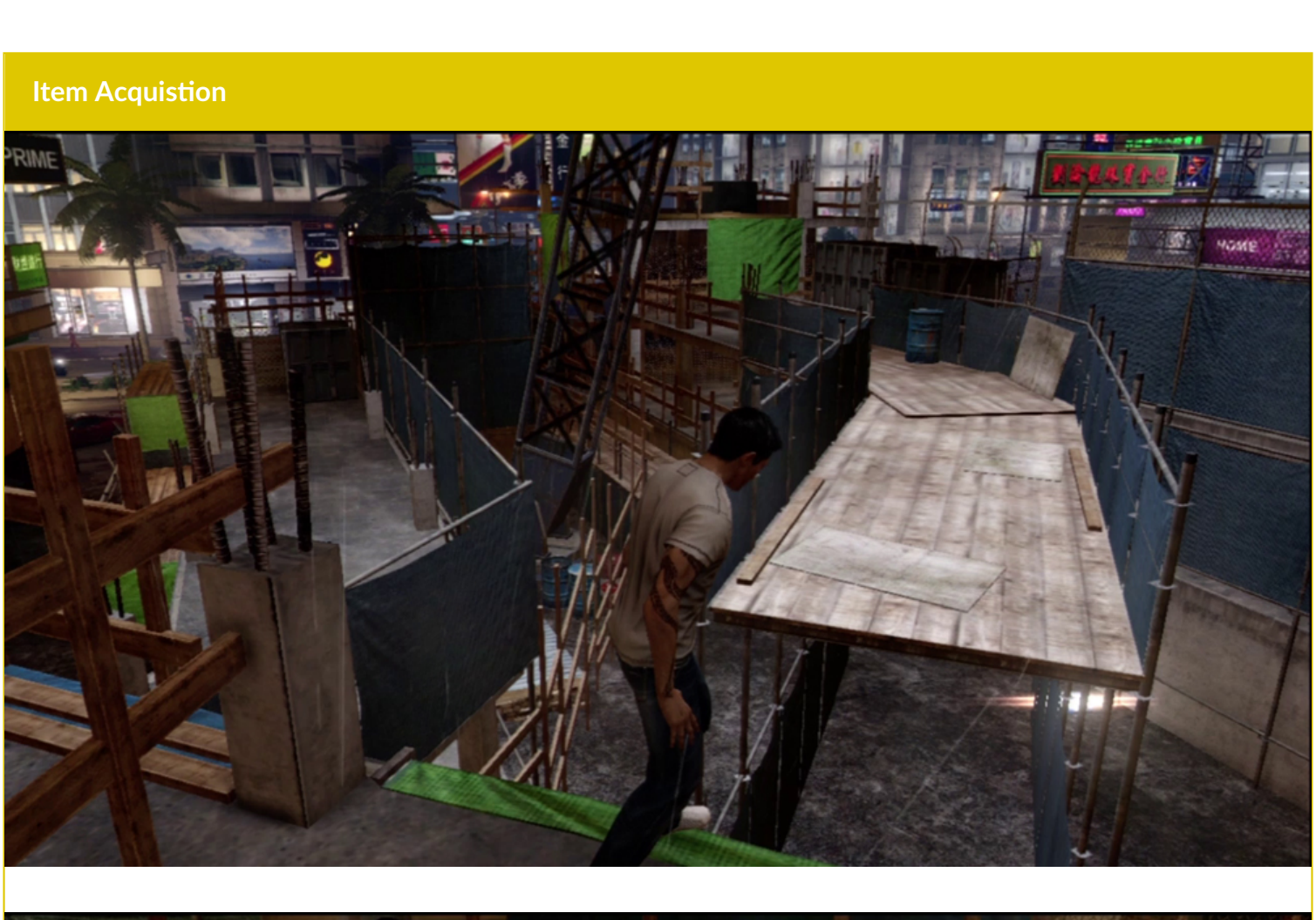
During the drive to Vivienne's apartment, Sonny texts you. He wants you to bug the place and hack her computer in addition to installing the hidden cameras. Nice guy. Unfortunately, you can't just waltz right in. After talking to the security guard, there's no way to convince him to let you into the building, and you're forced to take a detour.

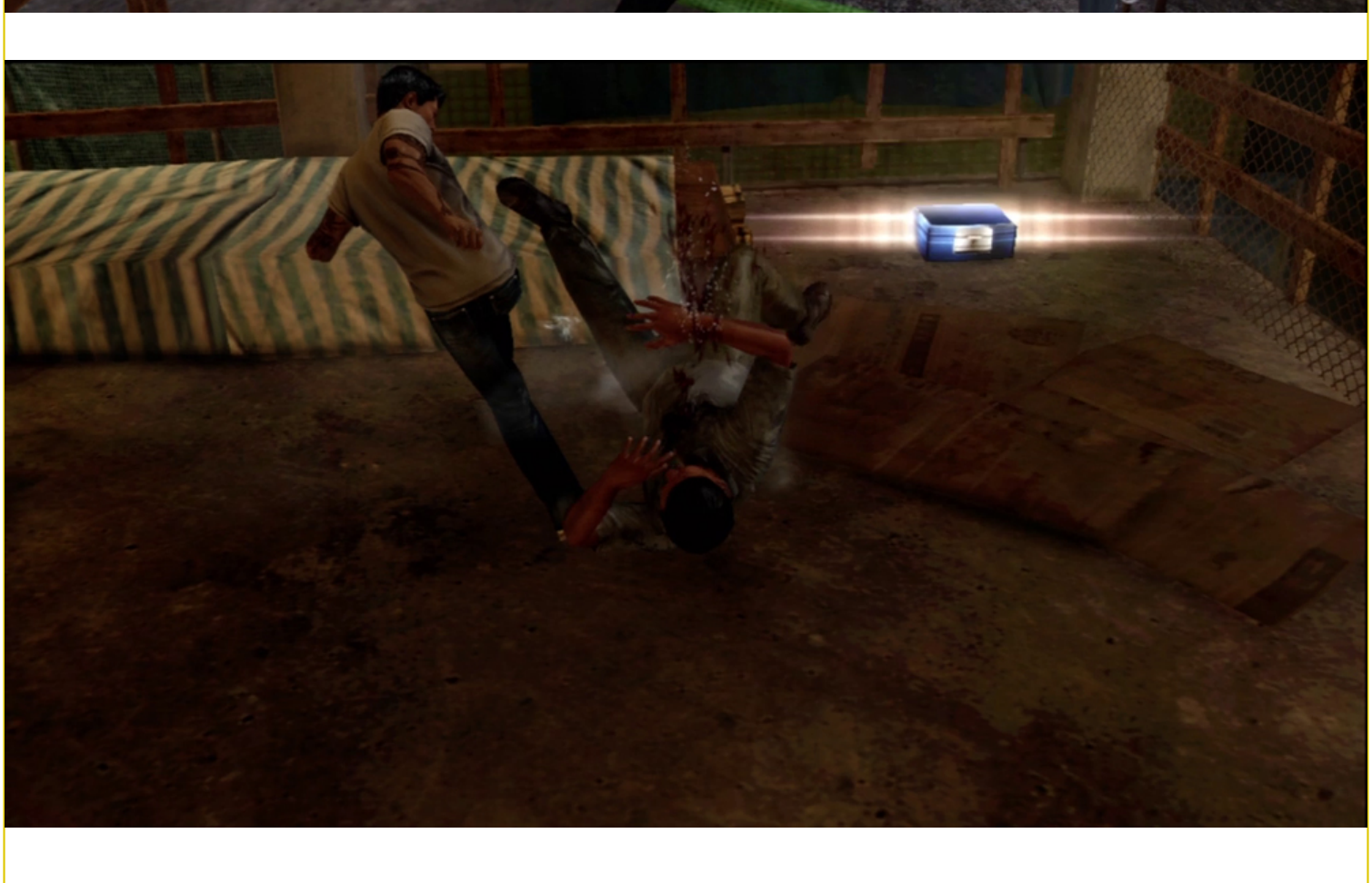




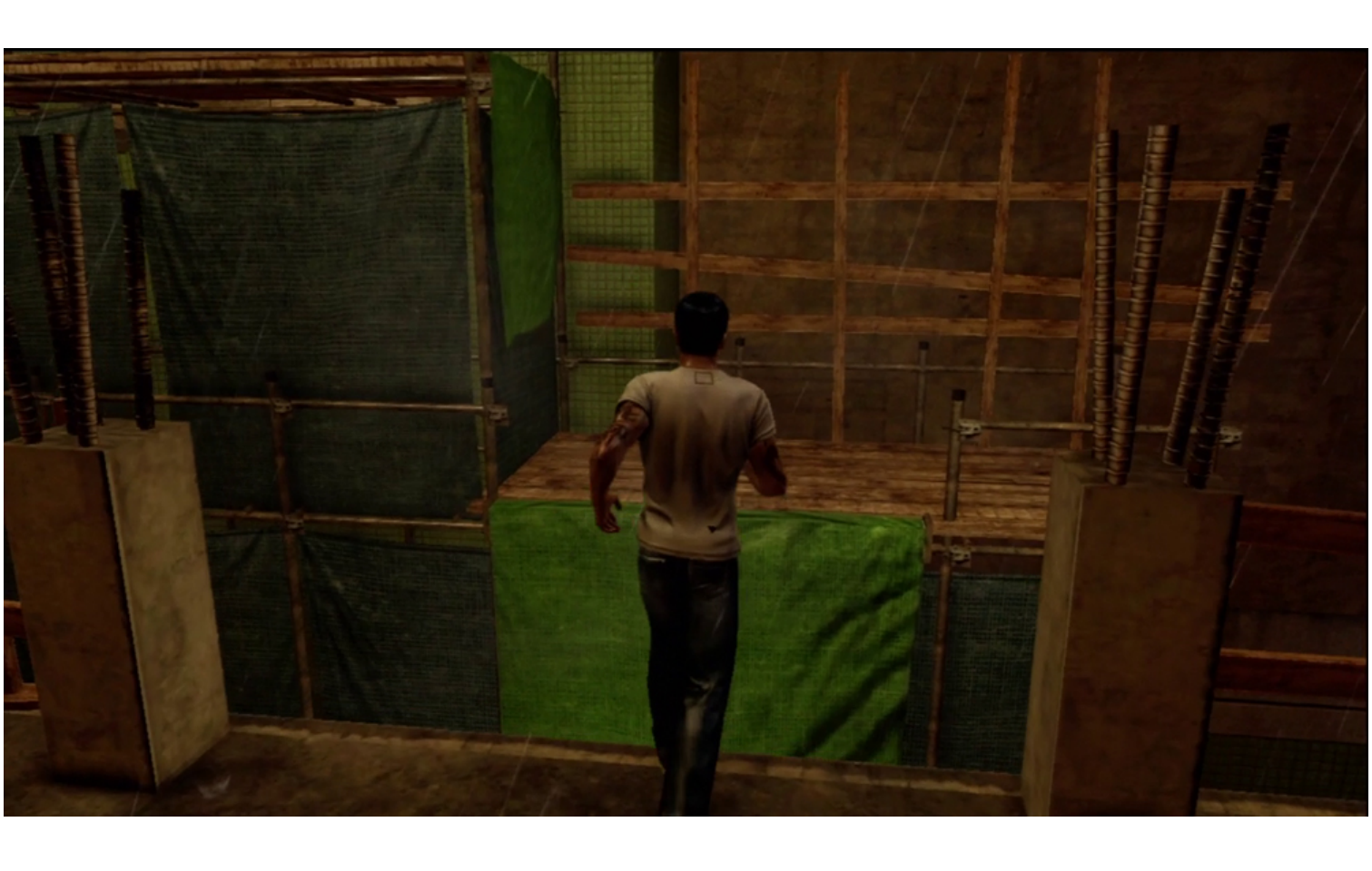
Fortunately, there is a construction site right next to the target building, and Wei is more than capable of climbing a few ledges. Go to the new waypoint to find your access point into the site. Seek out the green tarps that act as a guide for how you can climb higher into the construction. You'll find a drunkard taking shelter as you climb upwards, and he responds to your presence poorly. After knocking him out, proceed up the crates he was pissing on.

Item Acquistion



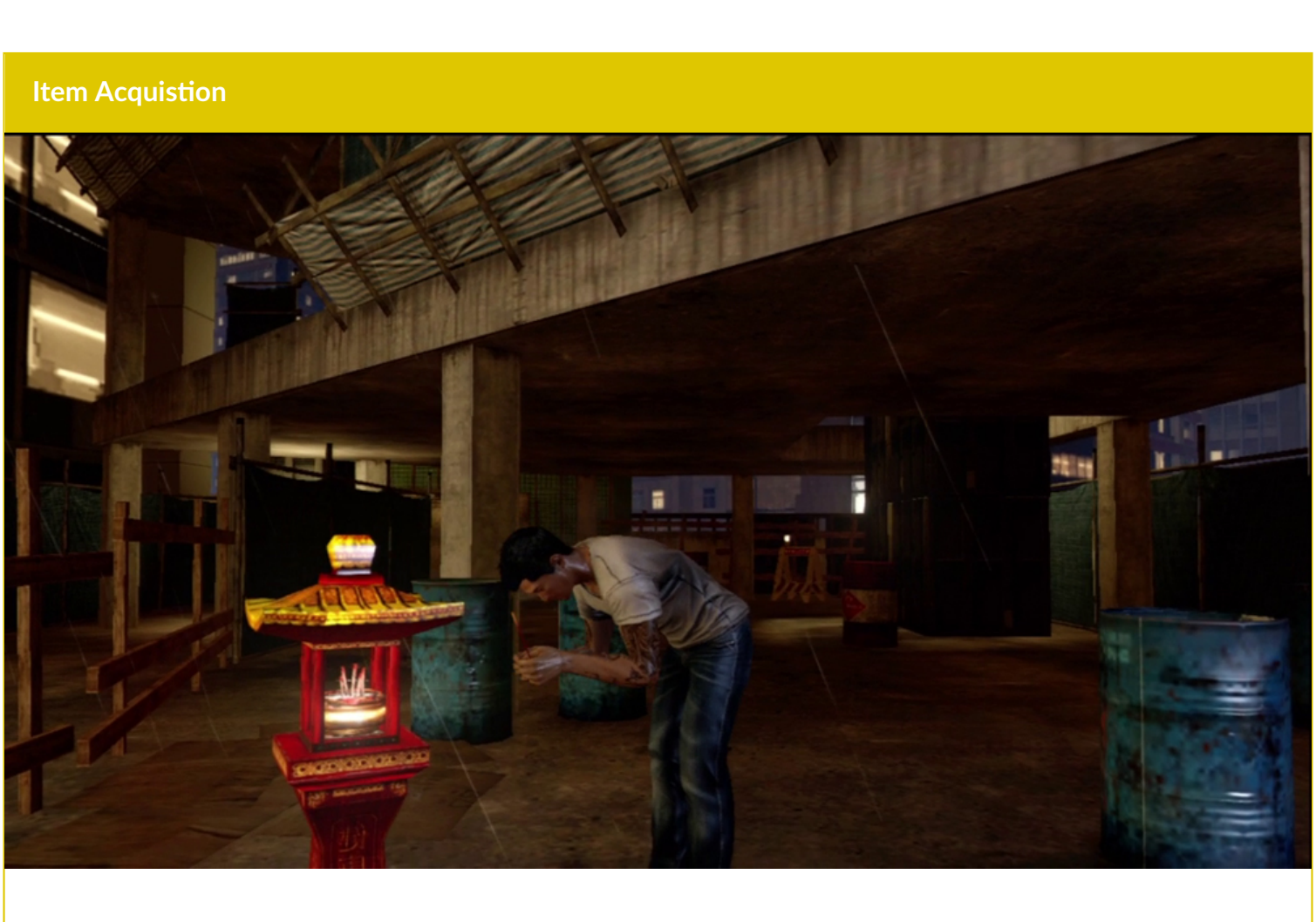


You can find a Lock Box after jumping from the first set of scaffolding. There's also a Lock Box located on the same floor of the construction site the drunkard was staying in.

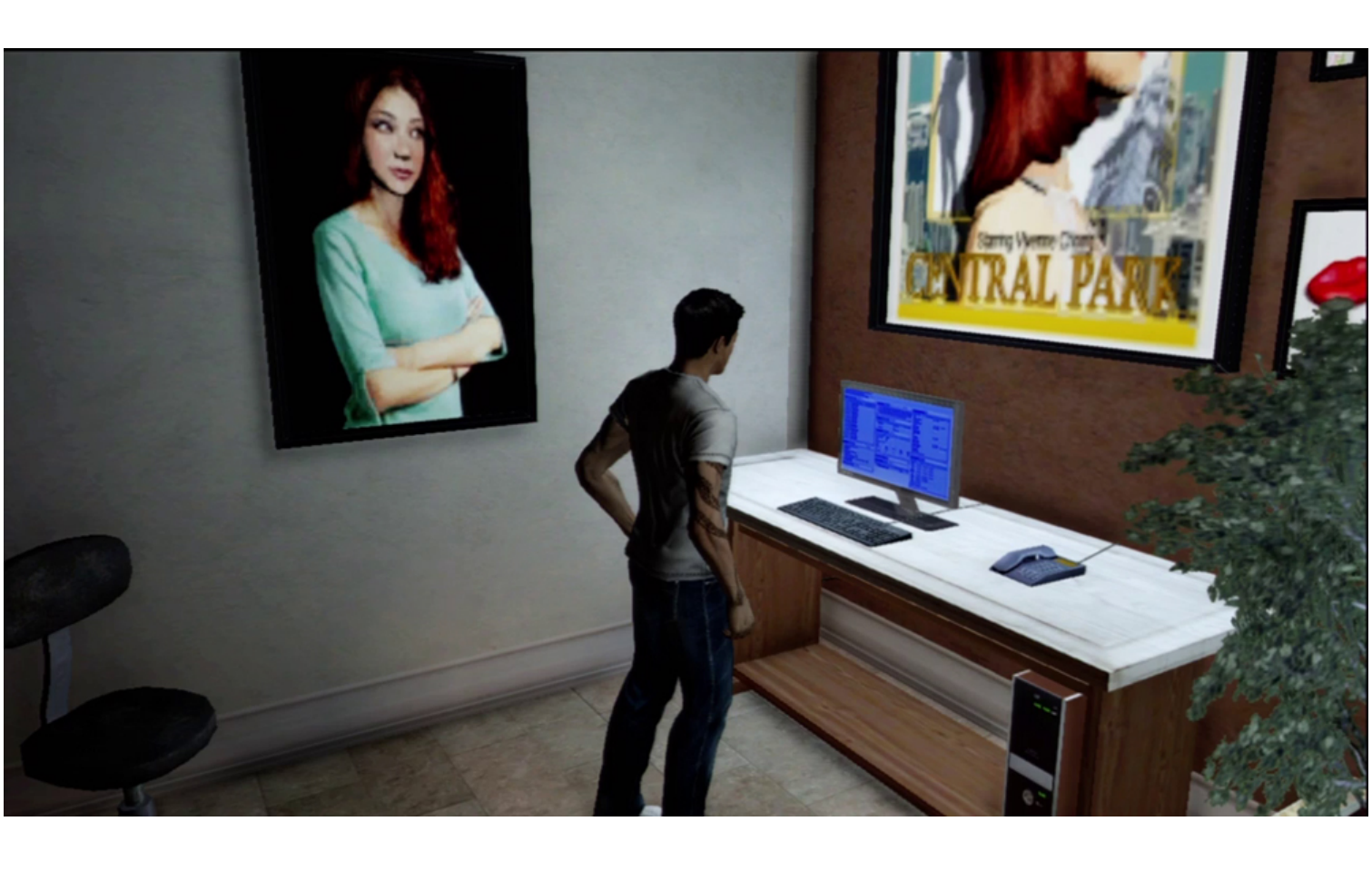


After jumping across a small gap and climbing up more ledges, you can pass through an unfinished window to cross over to Vivienne's building.

Item Acquistion

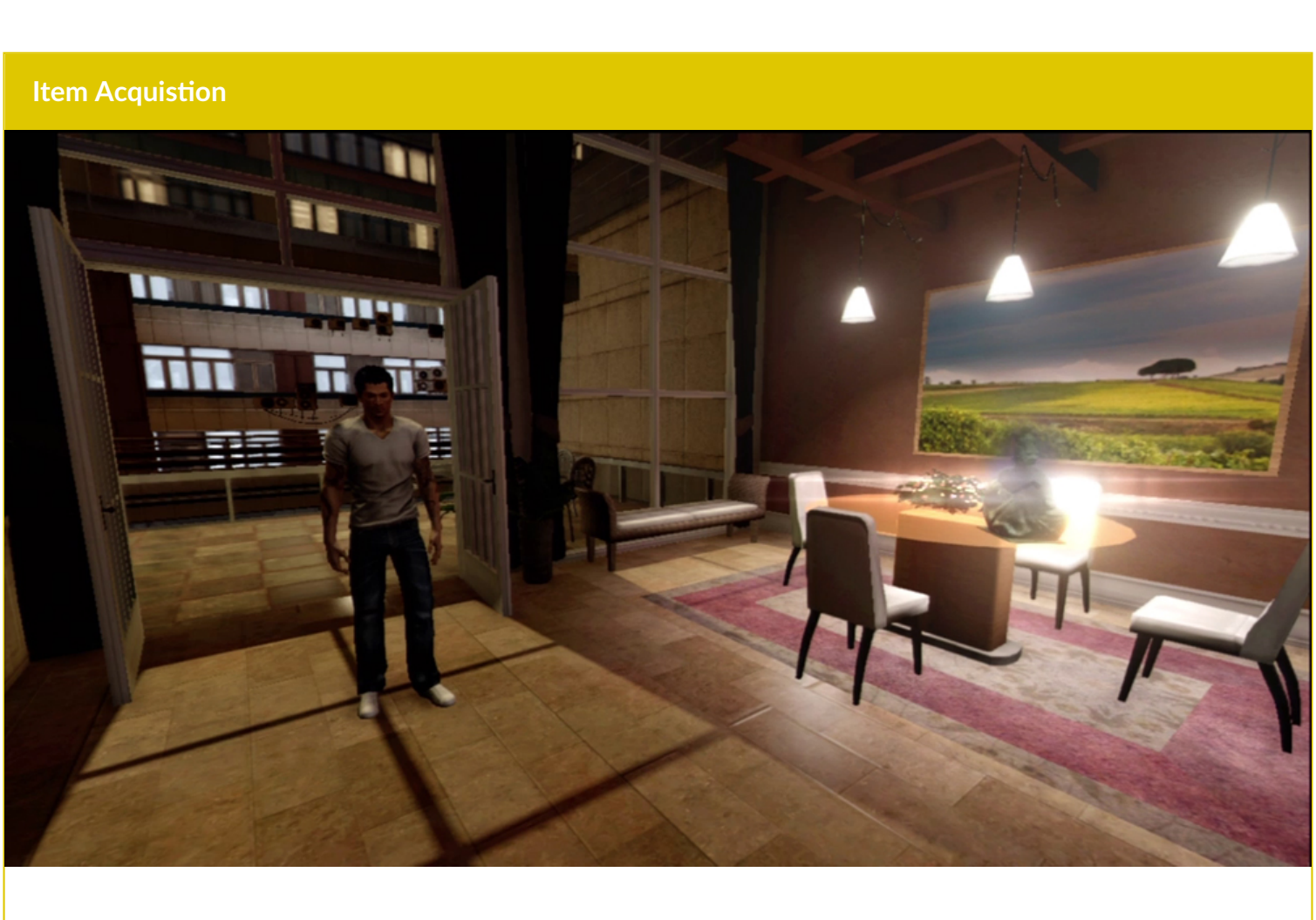


There is a Health Shrine just before the final jump that takes you onto Vivienne's balcony.

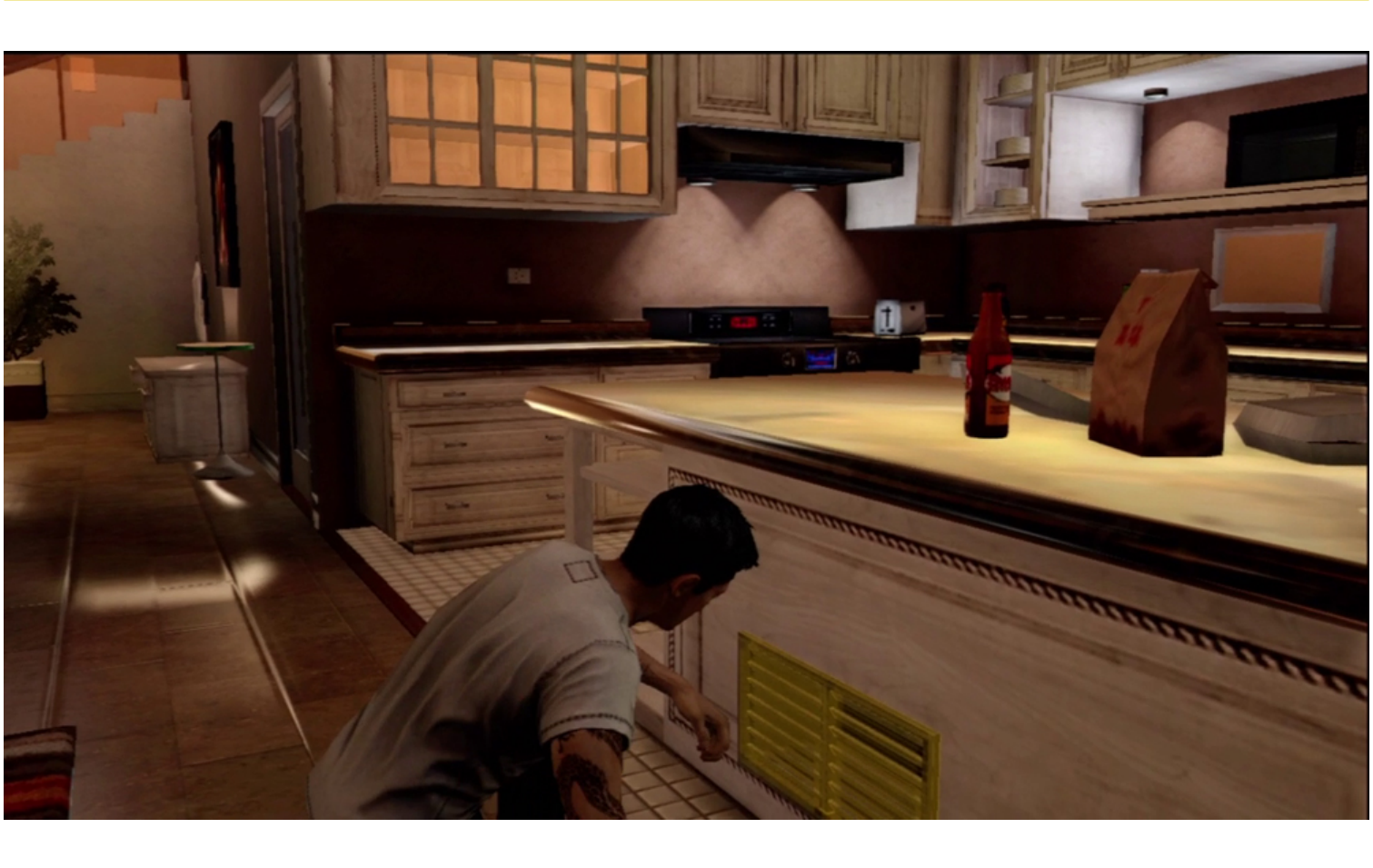


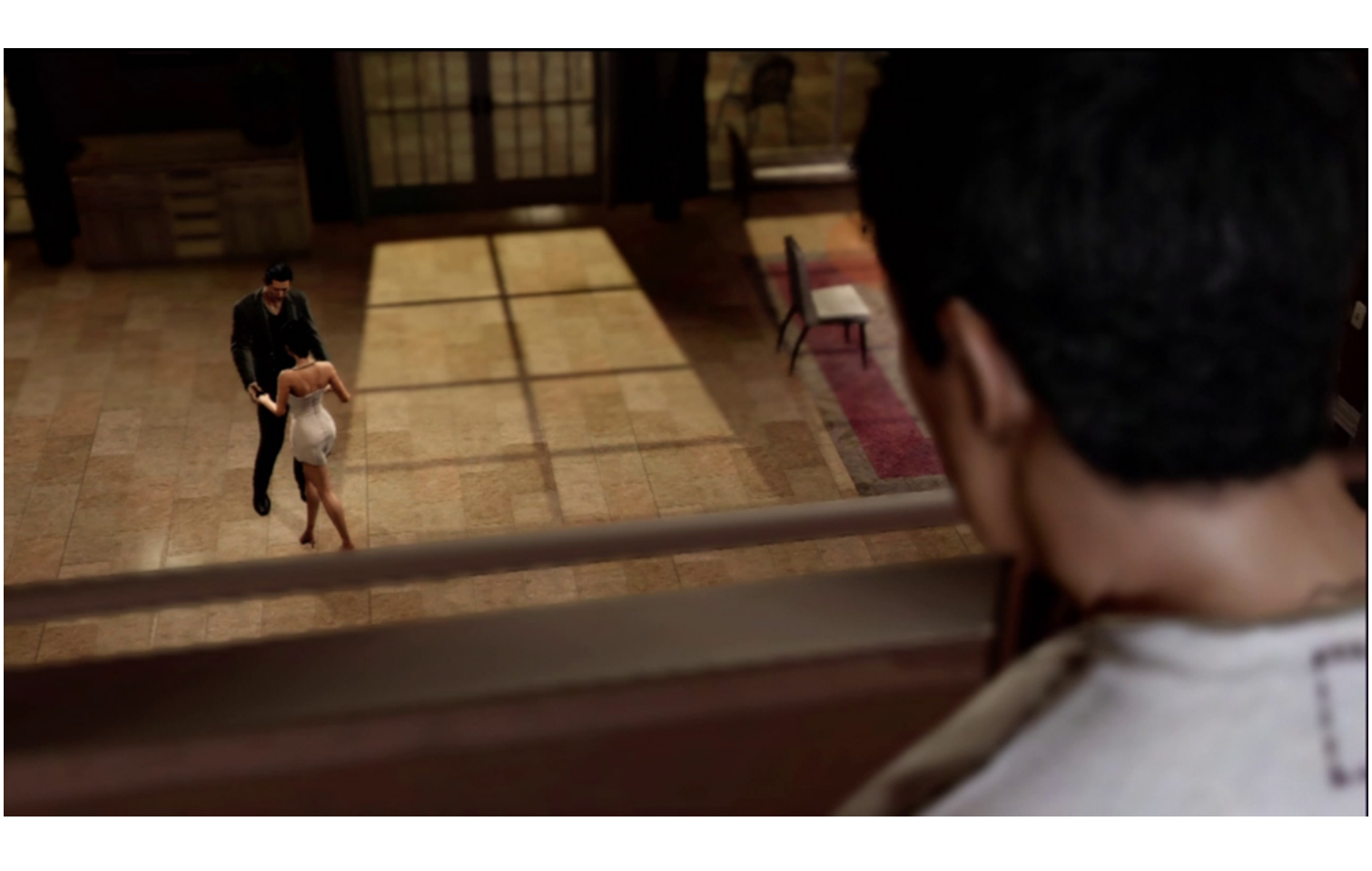
Once you're inside, your first objective is to hack Vivienne's computer. Once you've beaten the security, Raymond texts you. Pendrew wants to meet in Central tonight.

Item Acquistion

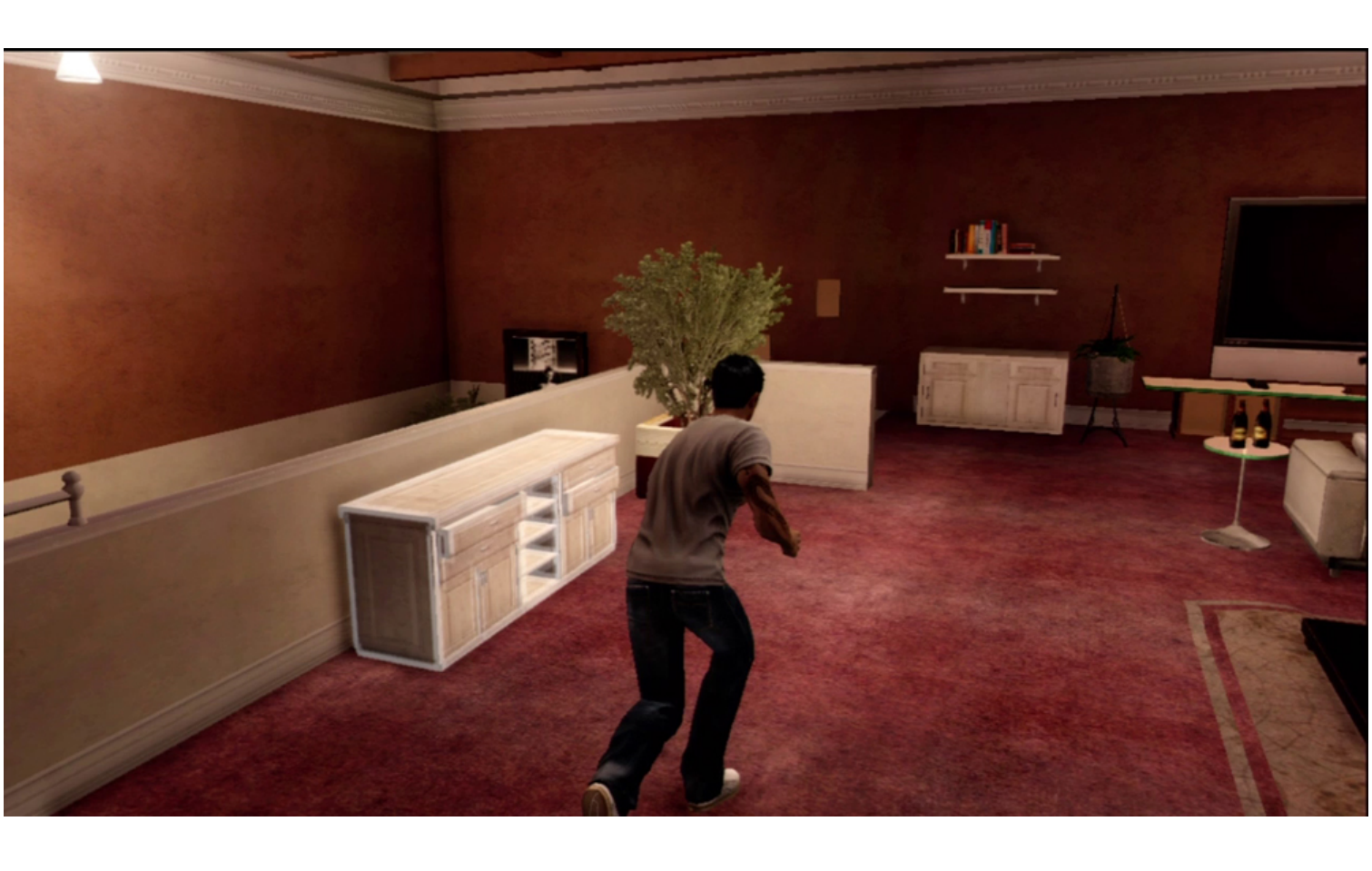


Inside of the apartment, you can find one of the Jade Statues lying on a table in the dining area.

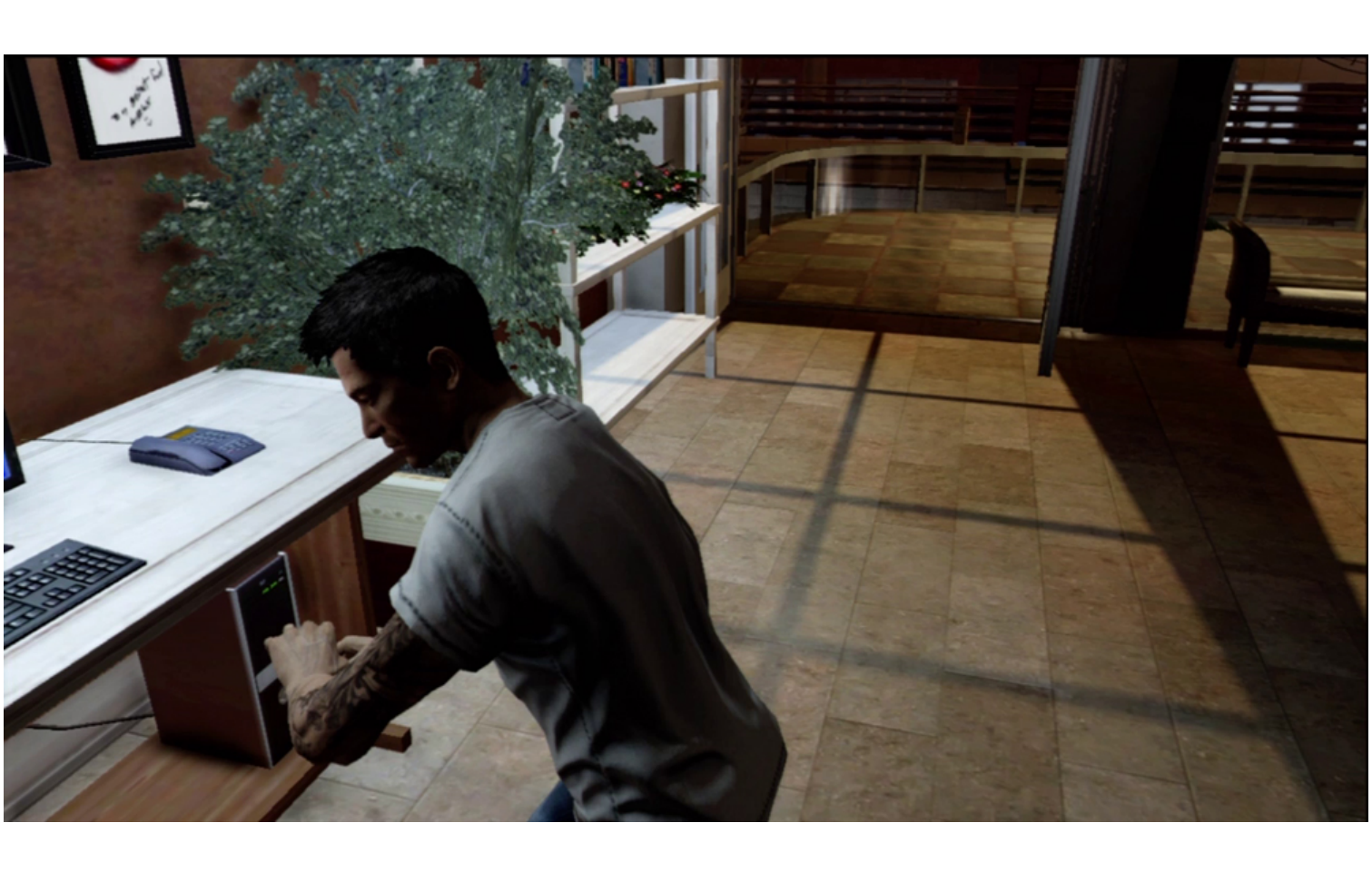


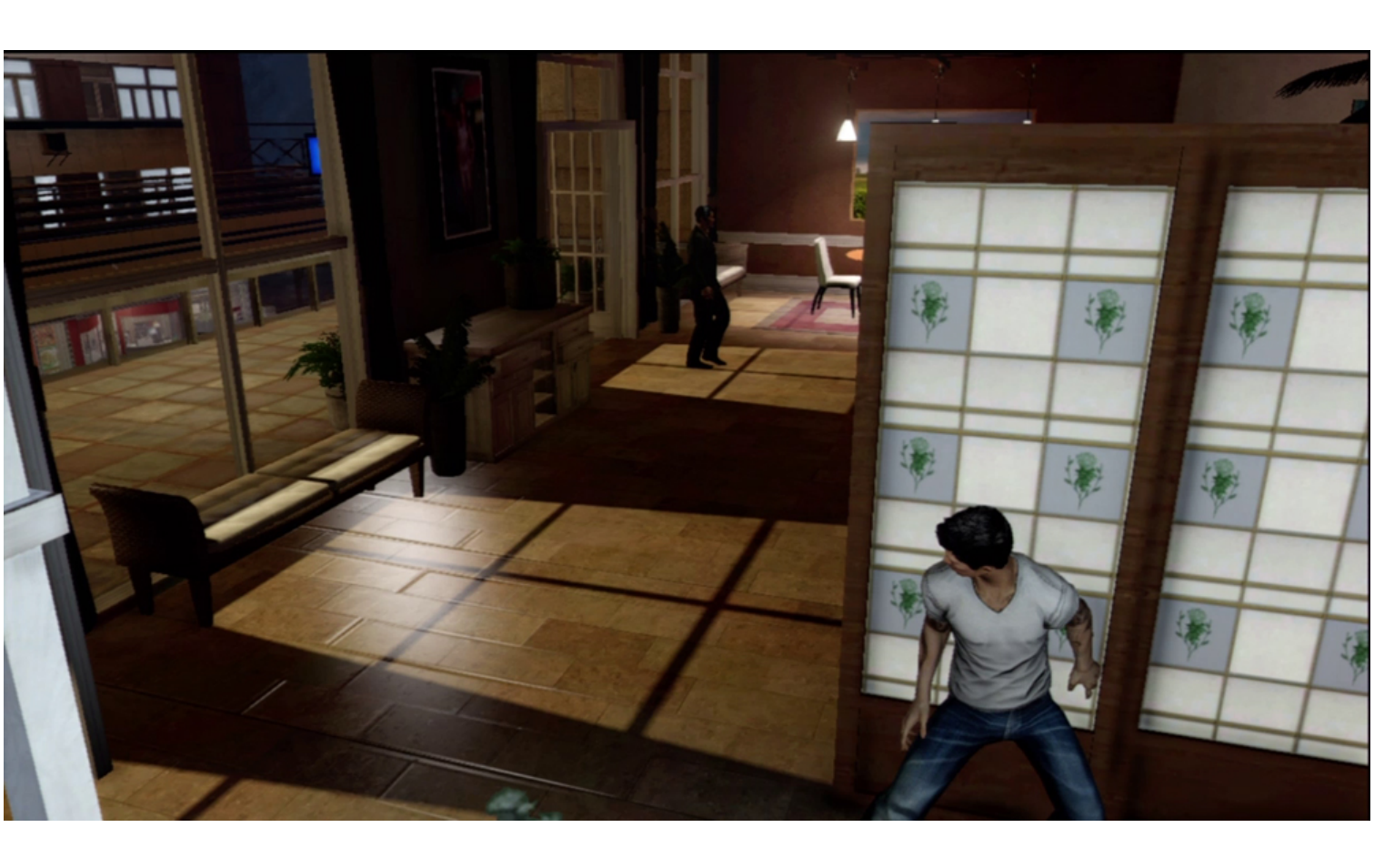


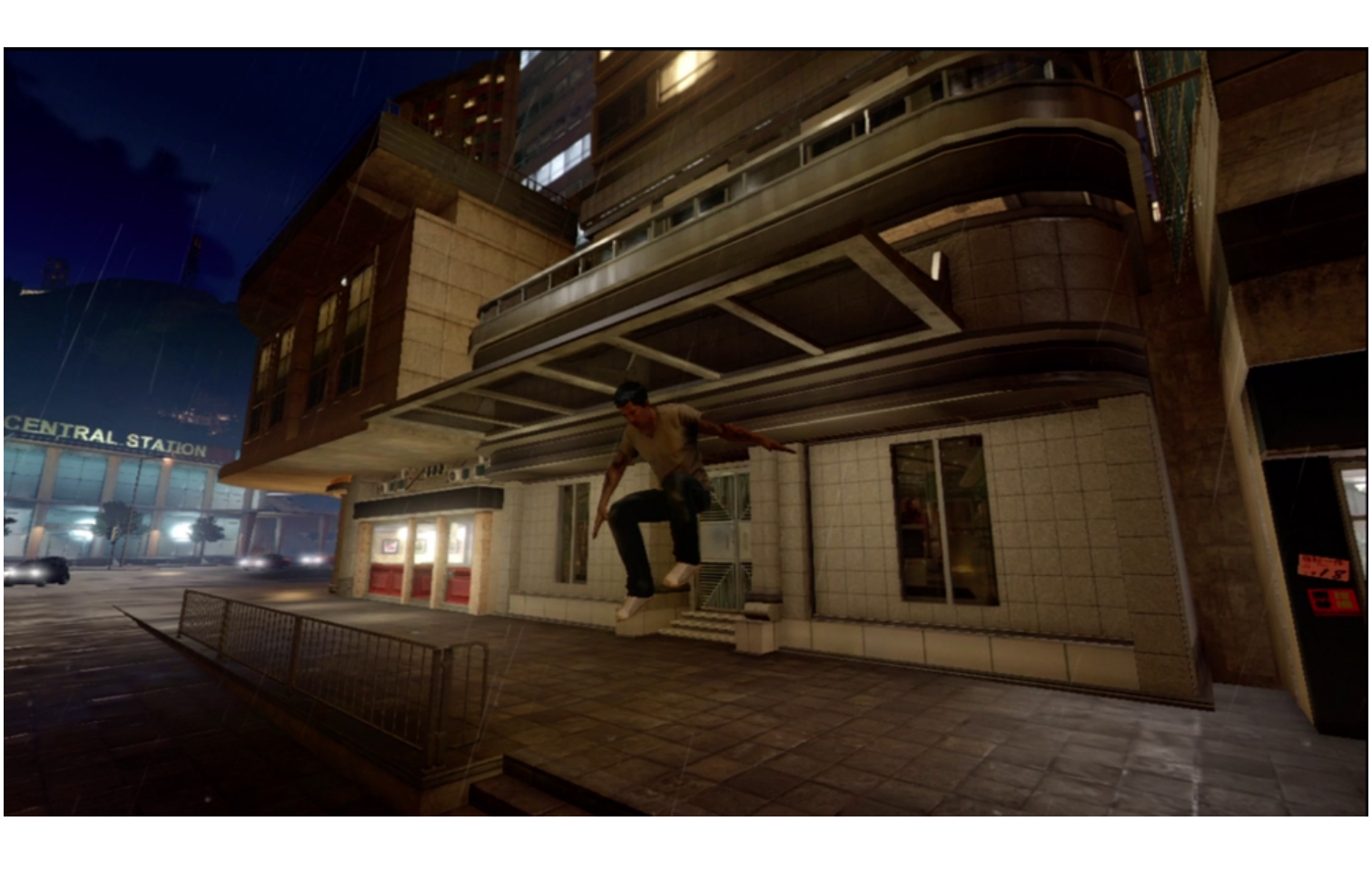
Next, you need to bug the kitchen. As usual, first unscrew the vent cover, calibrate and place the bug, and then replace the vent cover. Halfway through the calibration, Vivienne and Ricky have arrived back home. You have less than a minute to finish planting the bug and then find a hiding place upstairs, close to her bed.



Vivienne and Ricky enter the apartment, and it quickly becomes obvious that Ricky isn't merely growing attached to her, he's completely in love, which will undoubtedly be cause for Sonny to send Vivienne away to the more unsavory side of his business. After Vivienne goes off to take a quick shower, you have to plant the camera on the indicated nightstand.



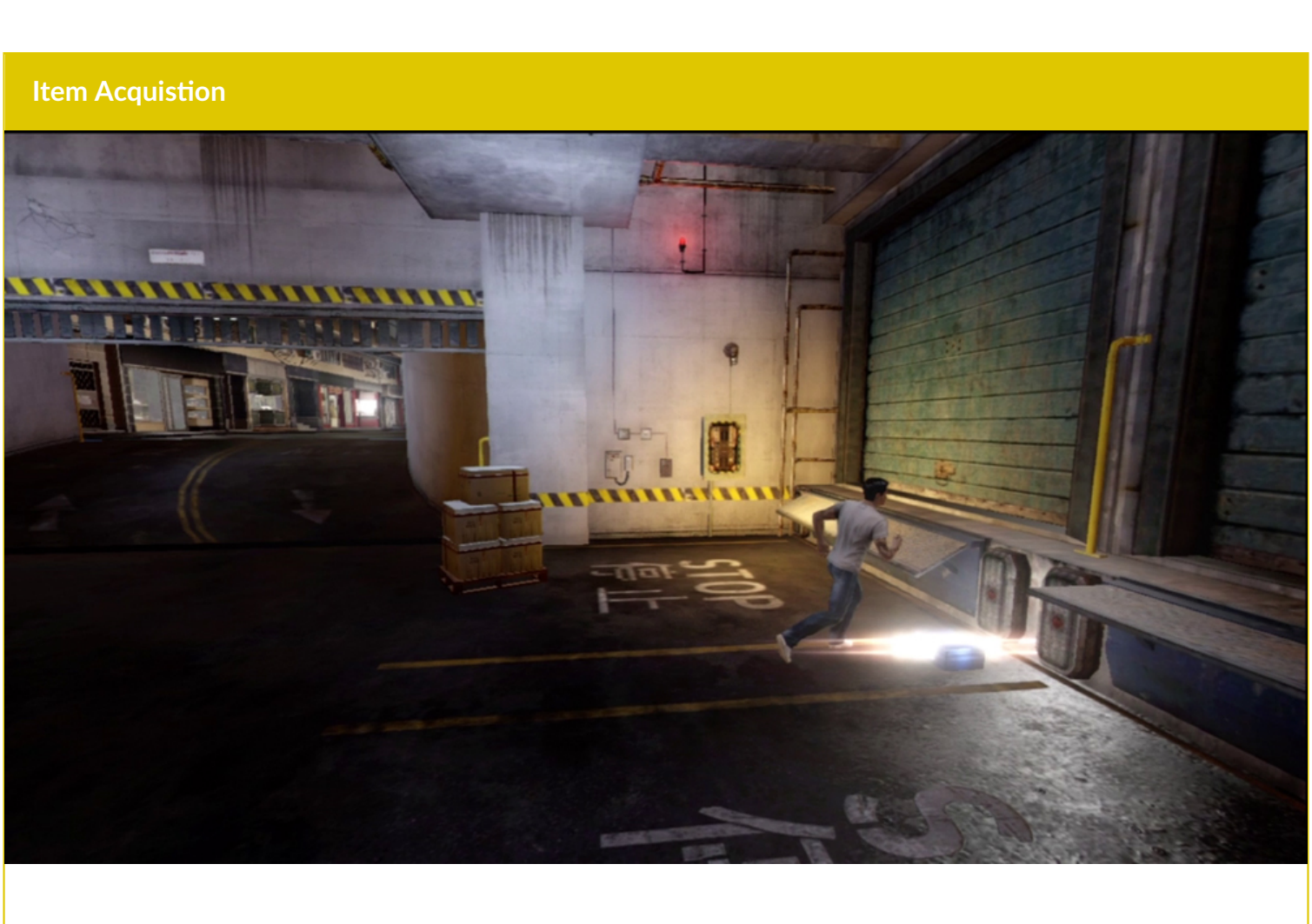




Now comes the tricky part. You need to get down to the first floor without Ricky or Vivienne noticing you and retrieve the memory stick you left behind on her computer. Wait until Ricky walks onto the balcony and is out of sight before getting back down to the first floor. Watch the windows and your mini-map to ensure he's not looking through the windows, and make a dash for the PC. After picking up the memory stick, wait until Ricky walks back into the apartment to go check up on Vivienne, and then jump off the balcony to the street below. You've got your own date with Pendrew to attend to.

Wei is not in a good mood when he sees Pendrew, still angry about Jackie being taken in. Pendrew manages to smooth things over with him, saying that anything they can pin to Sonny Wo will hurt Big Smile Lee and the Sun On Yee. Wei reveals that he set up the hidden surveillance in Vivienne's apartment on Sonny's orders. This can be the break the HKPD need to take Sonny down, so Pendrew wants the data from those cameras and bugs. Wei agrees, on the condition that Jackie is set free. Go to your Central safehouse.

Item Acquistion

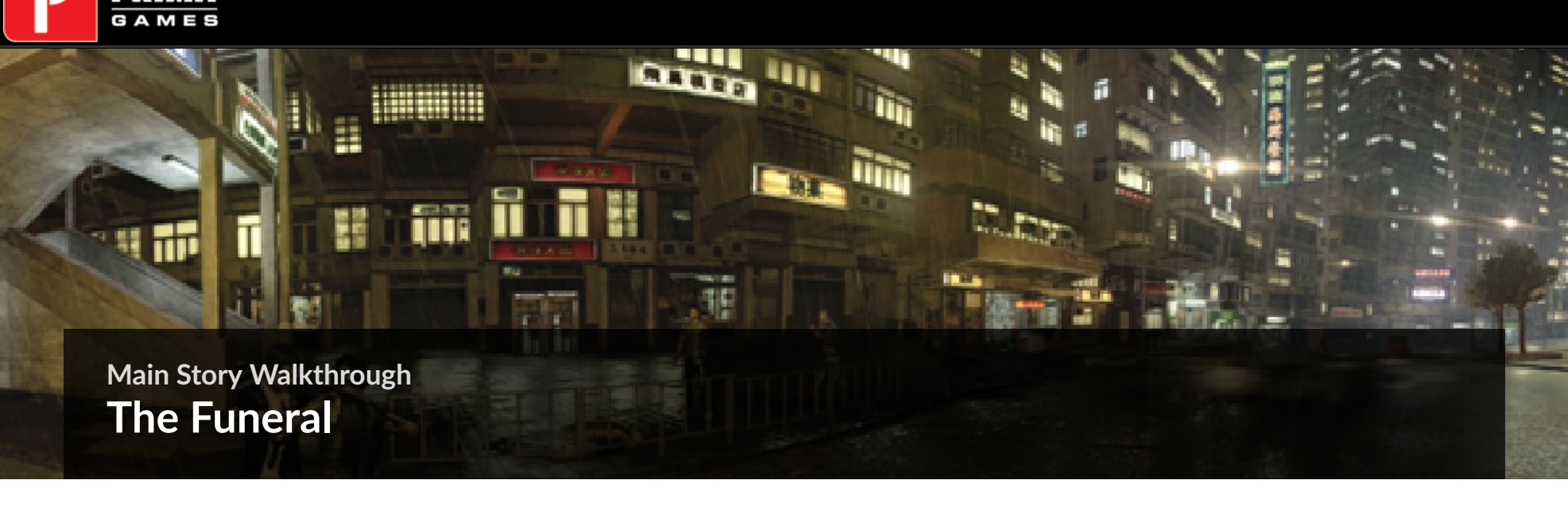


There's another Lock Box in the area where the meeting with Pendrew takes place. Snag it if you already haven't before you drive back to your safehouse.

While using the PC at the safehouse to download the surveillance data, Wei has a surprise visitor: Vivienne. It comes out that Sonny sent her to Wei to "thank" him for the help recently. Wei turns down the sexual favors, shocking her. Apparently, he's the first guy to turn her away, something she's actually very grateful for. She wants out of Sonny's schemes.

Meeting once more with Pendrew, Wei hands over the data, and Pendrew says that Jackie can walk. He also says that the mission is over, and that Wei needs to come in for debriefing. This only sets Wei off. Big Smile Lee will inevitably take over the Sun On Yee if he's pulled in now, and things in Hong Kong will only get worse. He insists he will stay on task until the Sun On Yee are taken down. Pendrew ominously warns Wei that he's making a mistake.

The next morning, Raymond calls up Wei to inform him that Jackie is being released from custody. Take care of any business you have left over, and go pick him up.



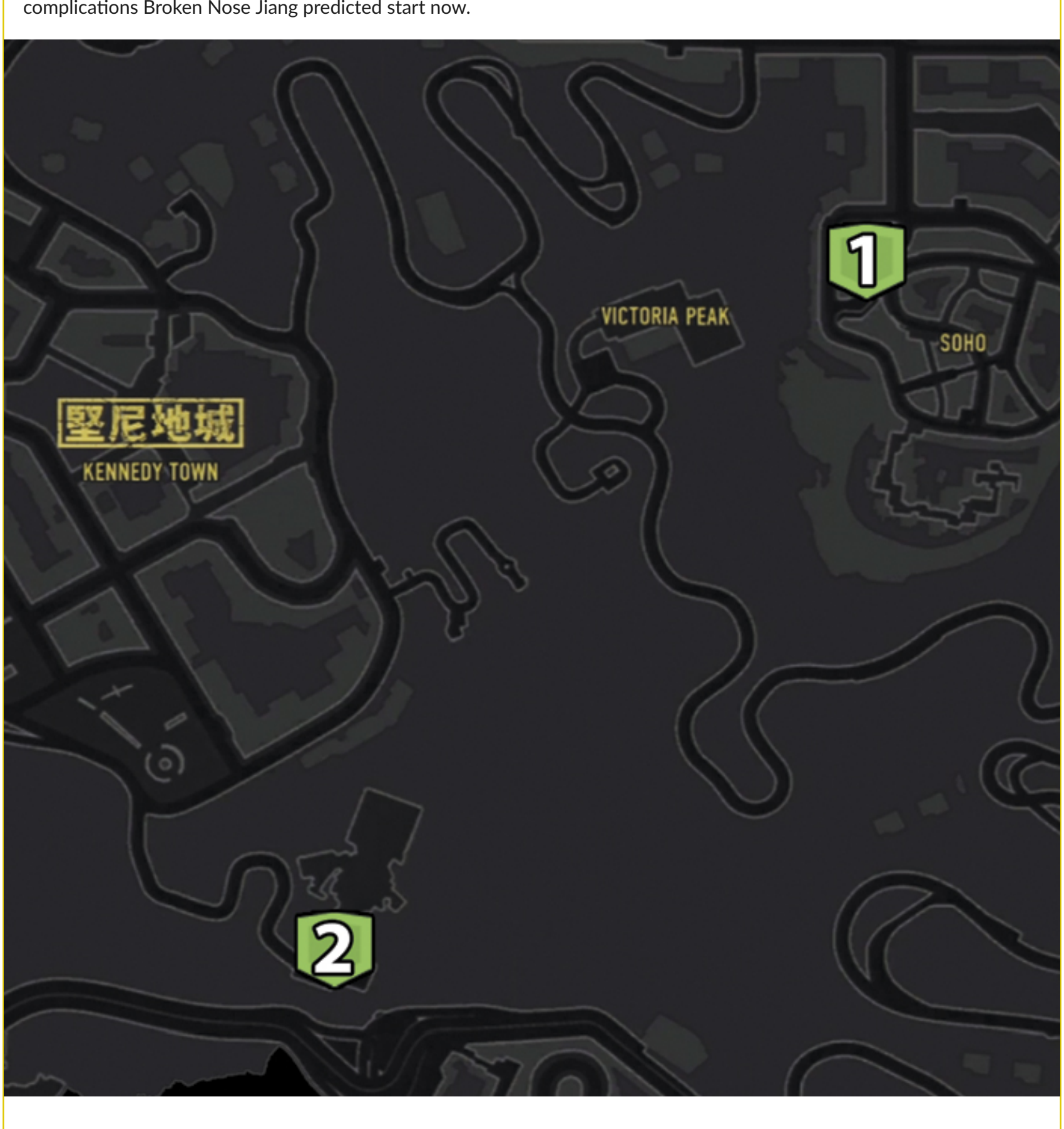
Main Story Walkthrough

The Funeral

Preceding Missions: Conflicted Loyalties (Main Story)

After picking up Jackie from jail, both he and Wei need to get prepared for Uncle Po's funeral. The big names of the Sun On Yee leadership will all be at the ceremony to pay their respects. They won't be the only Triad members at the cemetery though. The 18k will be stalking the place, with the only thing holding them back being the HKPD—and even that protection will not last very long. After a shocking series of events, the vastly outnumbered Sun On Yee leadership are left to fend for themselves.

This mission will involve a massive running firefight, so make sure you're prepared with food, tea, and energy drinks. The complications Broken Nose Jiang predicted start now.



Click here for interactive maps

Mission Unlocks: Civil Discord (Main Story)

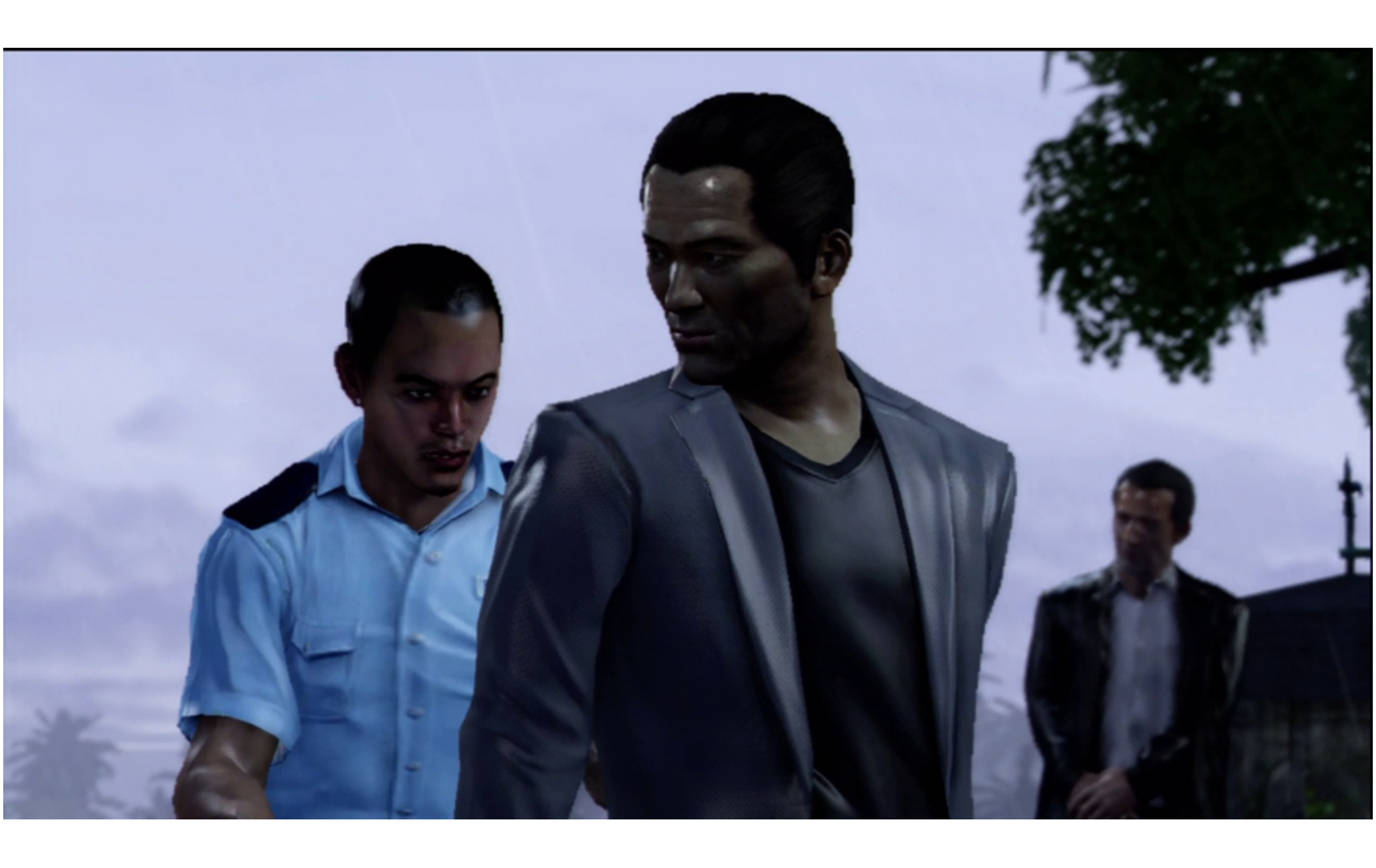
Job and Minigame Unlocks: None

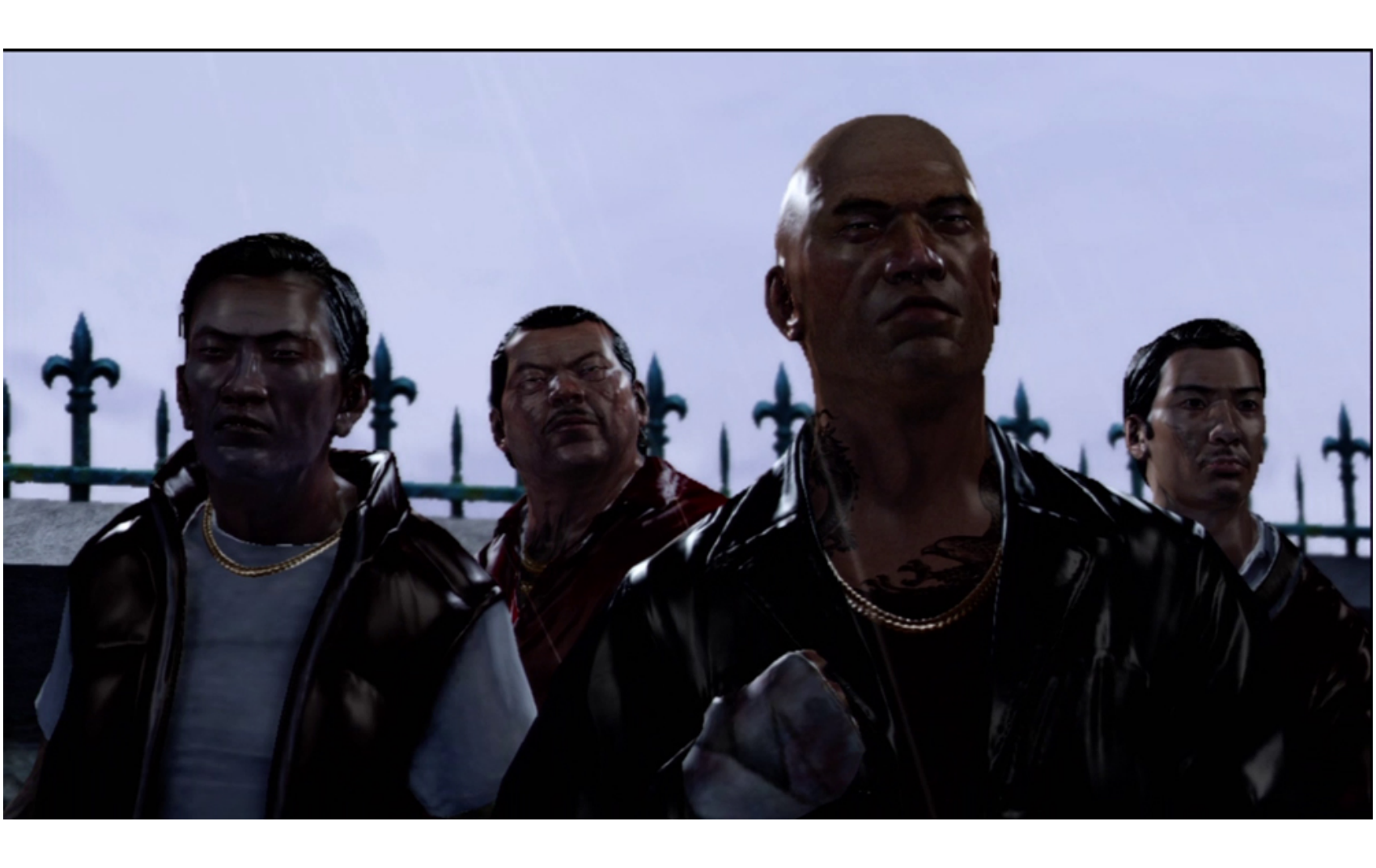
Event Unlocks: None

Favor Unlocks: None

Rewards: HK $5000, Funeral Suit, Big Smile Lee Editorial

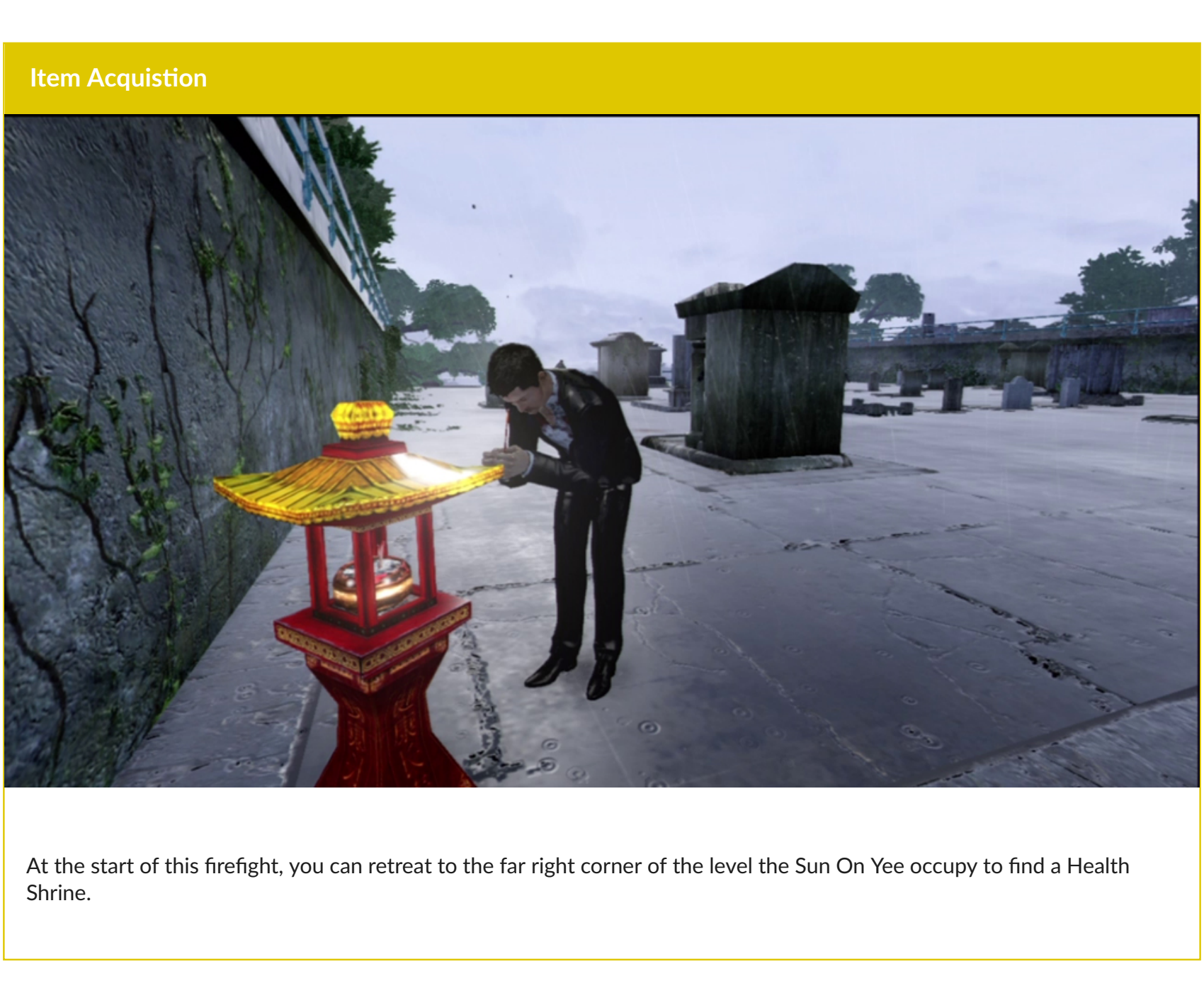
After picking up Jackie from prison, you learn that Inspector Teng tried to turn him into a snitch. He "politely" refused. On the drive to the Aspirazone shop to pick up clothes for the funeral, Wei presses Jackie for more information about the deal Teng tried to cut with Jackie, but he's noncommittal about the subject. However, during the longer ride to the cemetery, it's obvious that Jackie's time in prison, his first kill, Uncle Po's death, and his talk with Teng have shaken his confidence in the life he's led up to this point.



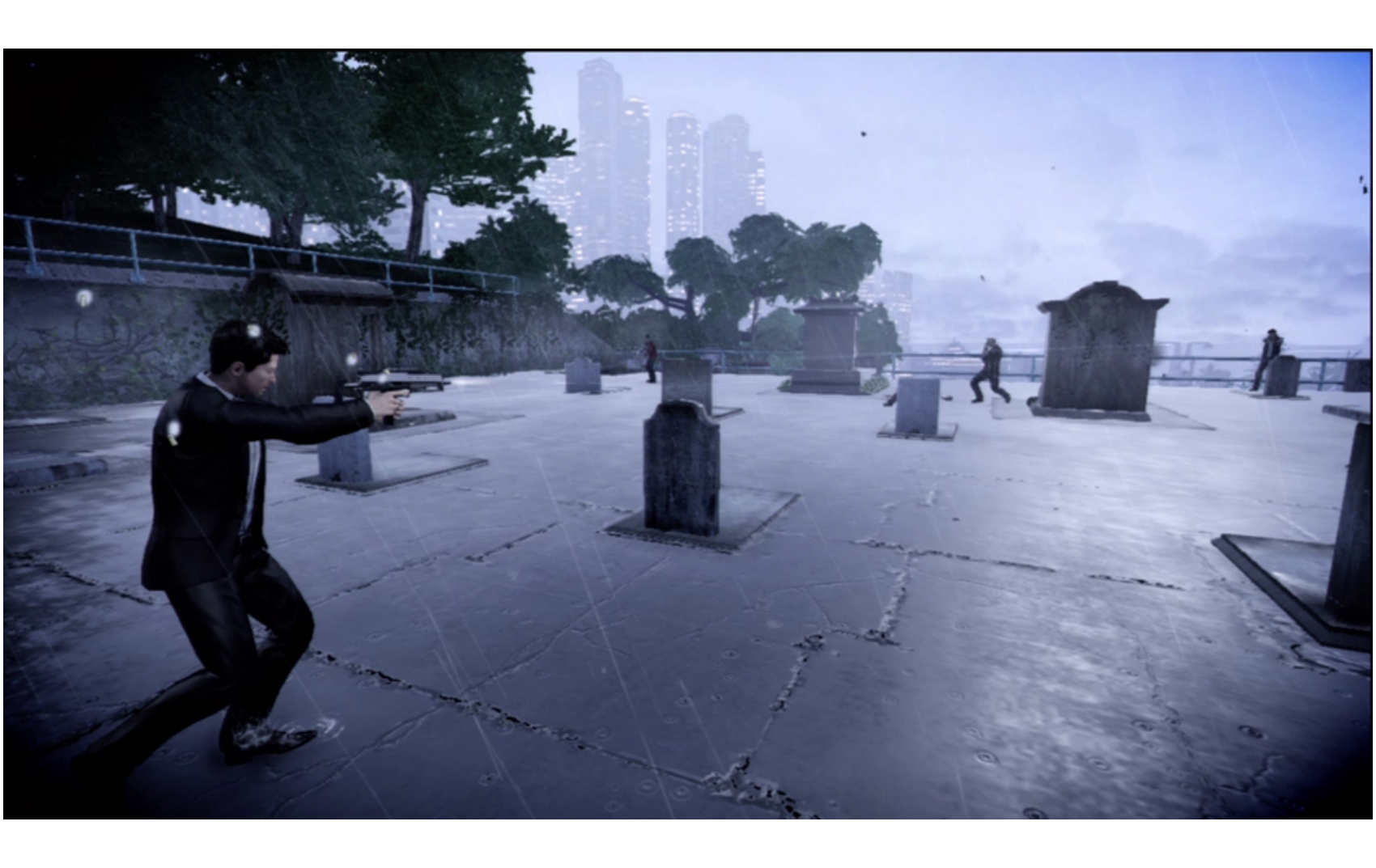


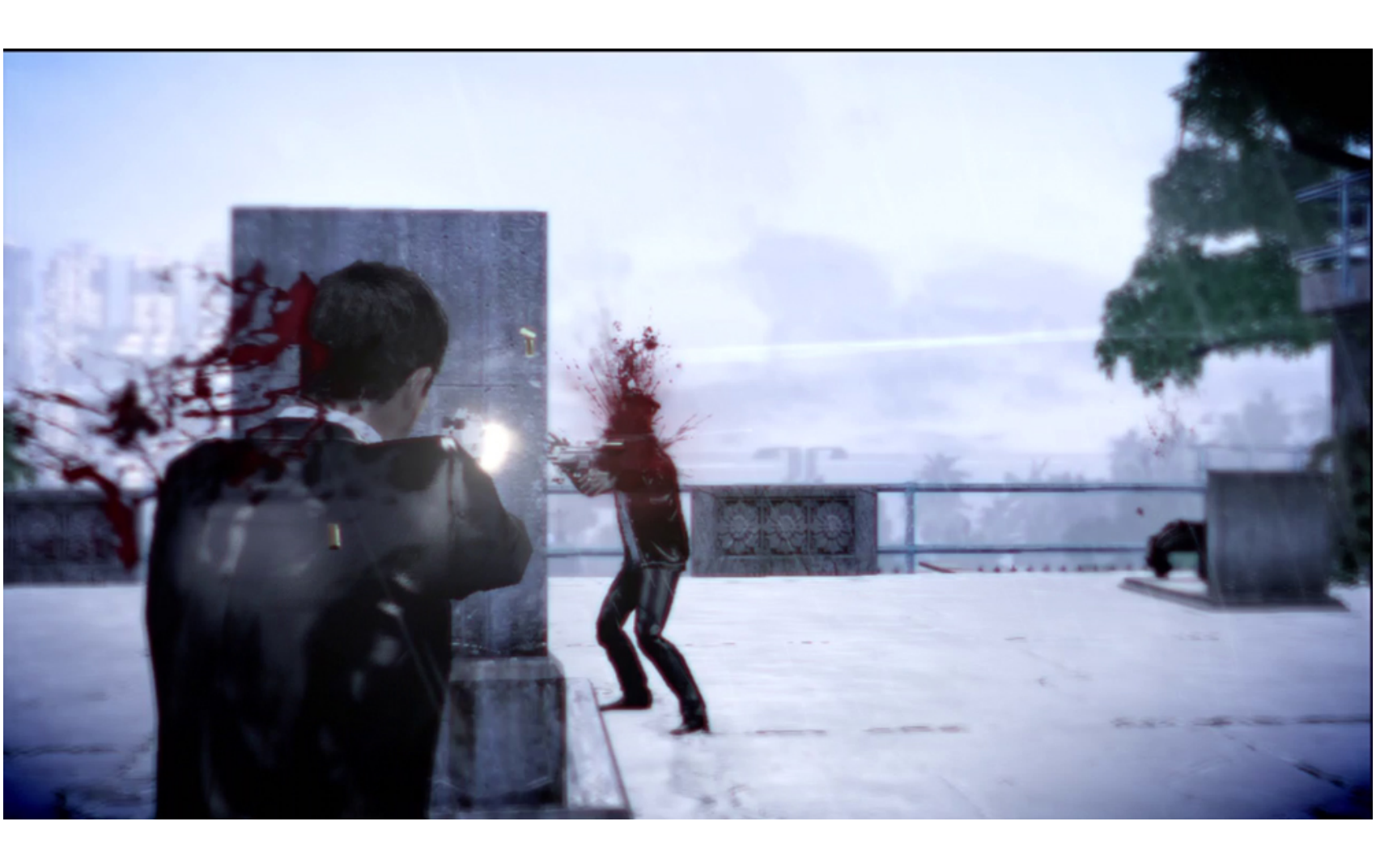
At the funeral, the 18k watch the Sun On Yee leadership mourn their fallen Chairman, while the police act as a buffer between the two groups. As Sonny Wo arrives, Pendrew's people make their big arrest, and then prepare to leave the Sun On Yee to the 18k. An infuriated Wei, still acting the part of a Red Pole, shouts at Pendrew, demanding respect for Uncle Po. Pendrew says that the 18k are about to do a great service to Hong Kong, and that anyone staying behind deserves their fate. It's obvious now that Pendrew sees Wei as a loose end that can be easily written off as a mere casualty during a Triad war. With the cops gone, the Sun On Yee arms itself just as the first waves of 18k make their move.

Item Acquistion

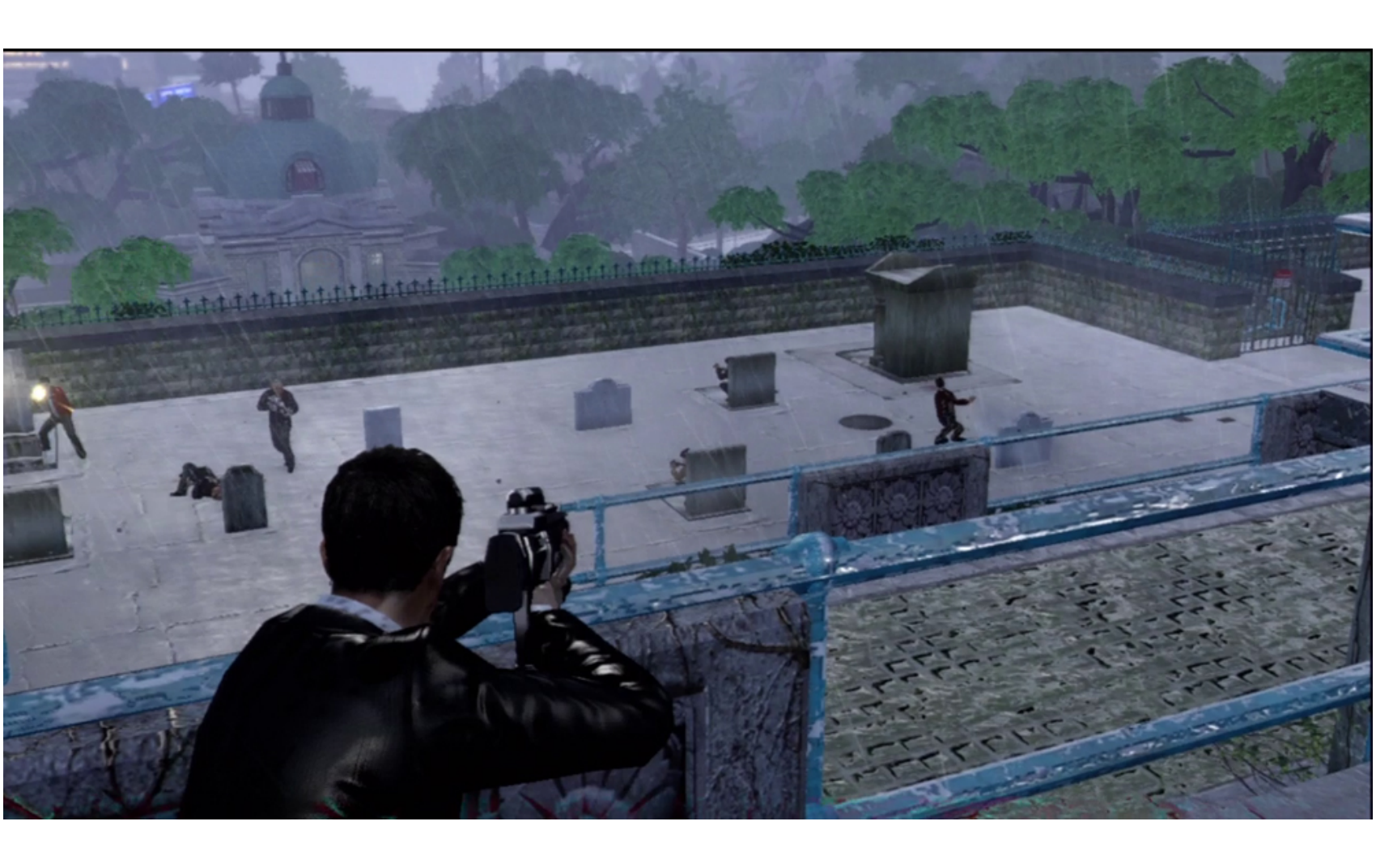


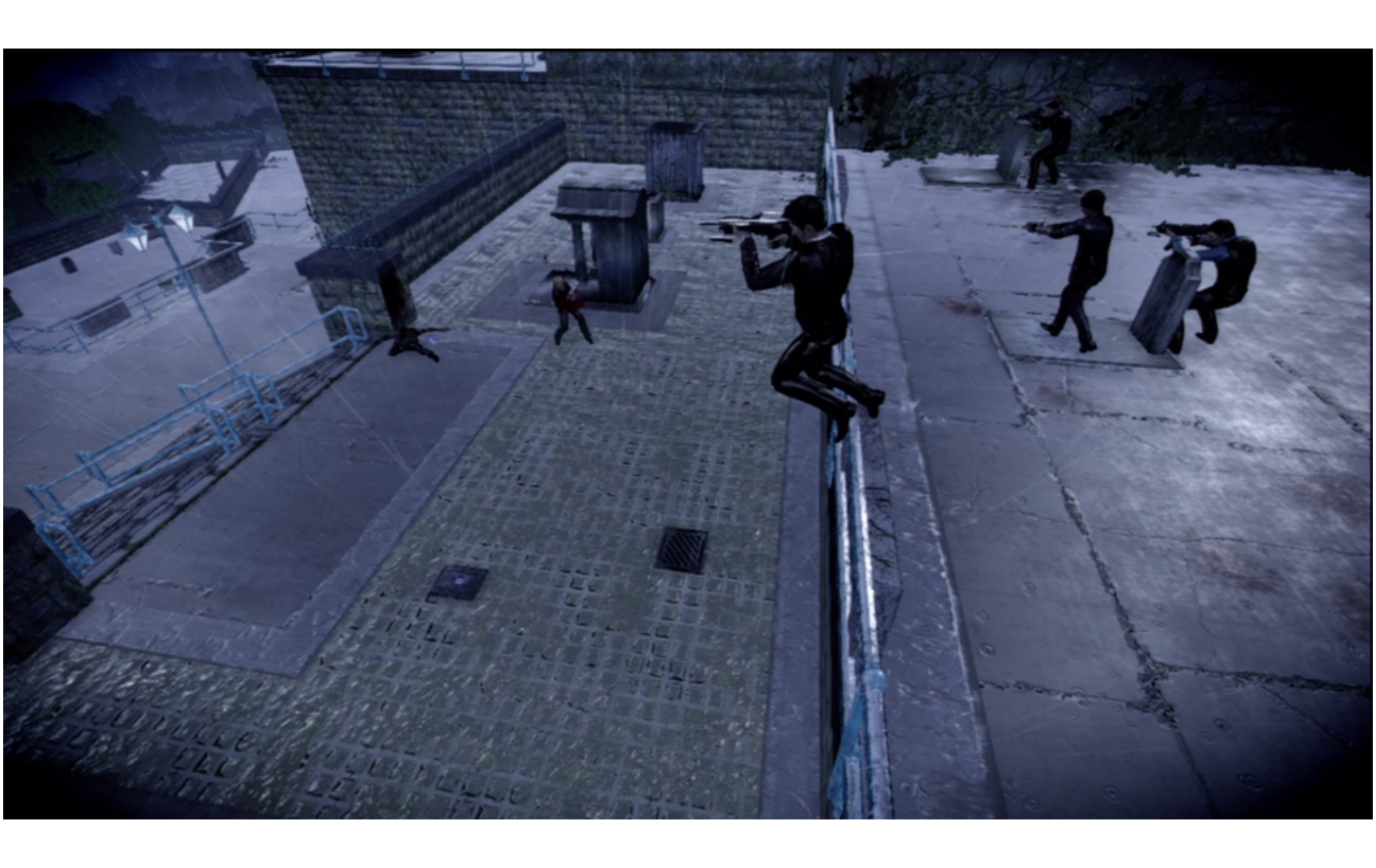
At the start of this firefight, you can retreat to the far right corner of the level the Sun On Yee occupy to find a Health Shrine.

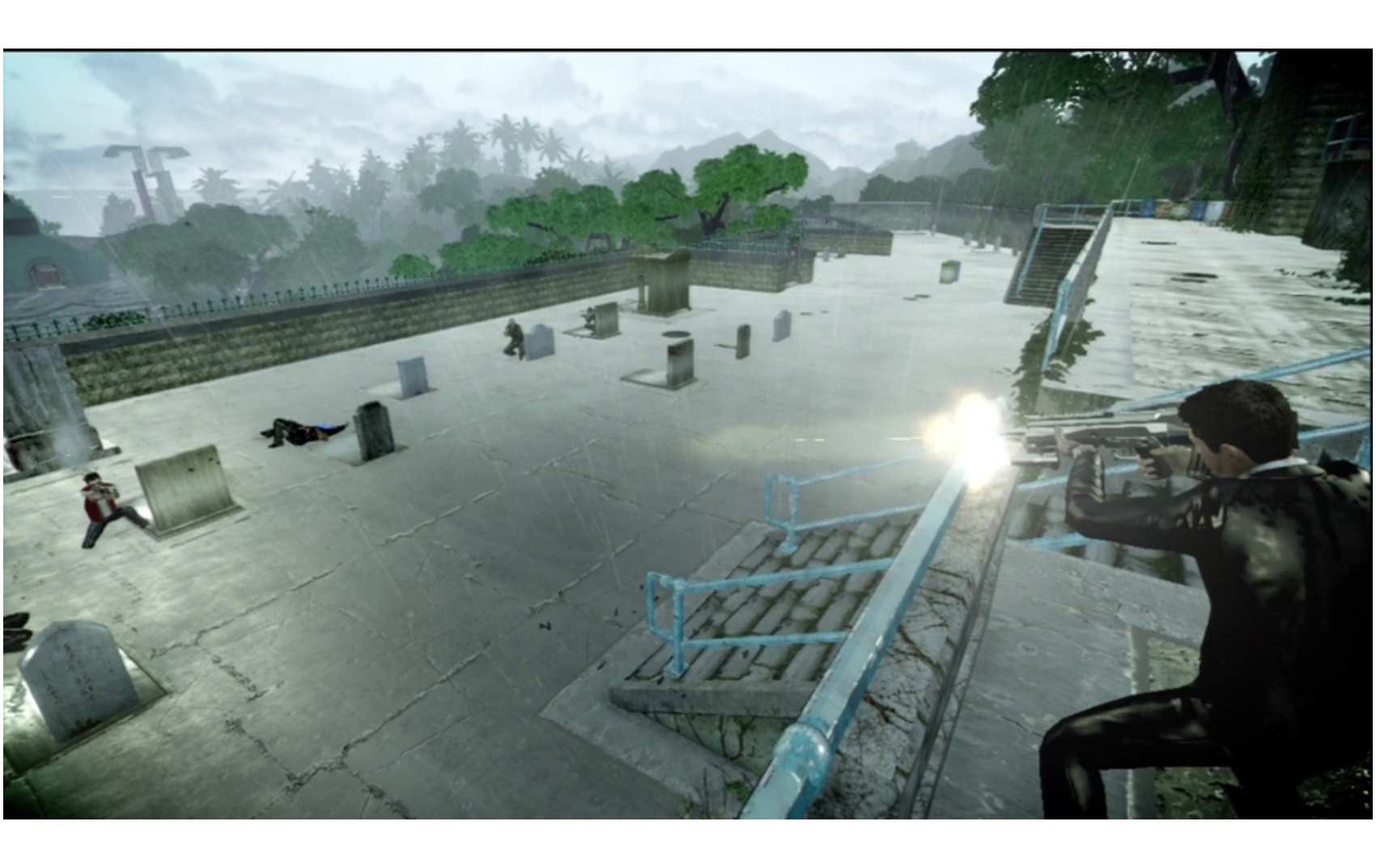




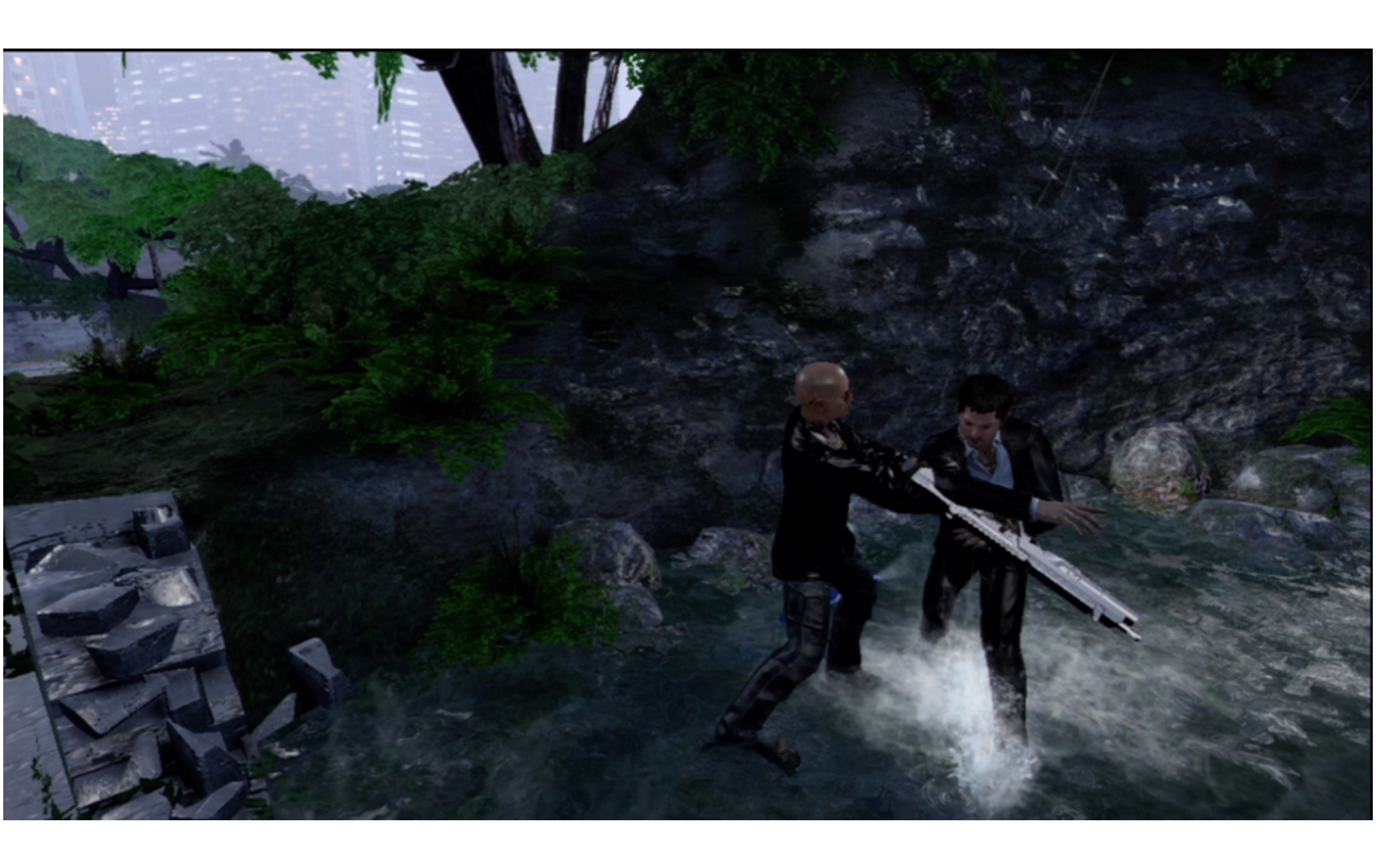
The gun battle starts with Wei behind a gravestone just as six 18k gunmen open fire on the Sun On Yee. You begin the fight armed with an SMG. This section of the cemetery is filled with gravestones big enough to act as cover for everyone in the battle, so be careful about reckless advances. You can find yourself flanked very quickly. Push forward after this first wave is wiped out, and consider picking up an assault rile. The high stopping power of that weapon will come in handy.

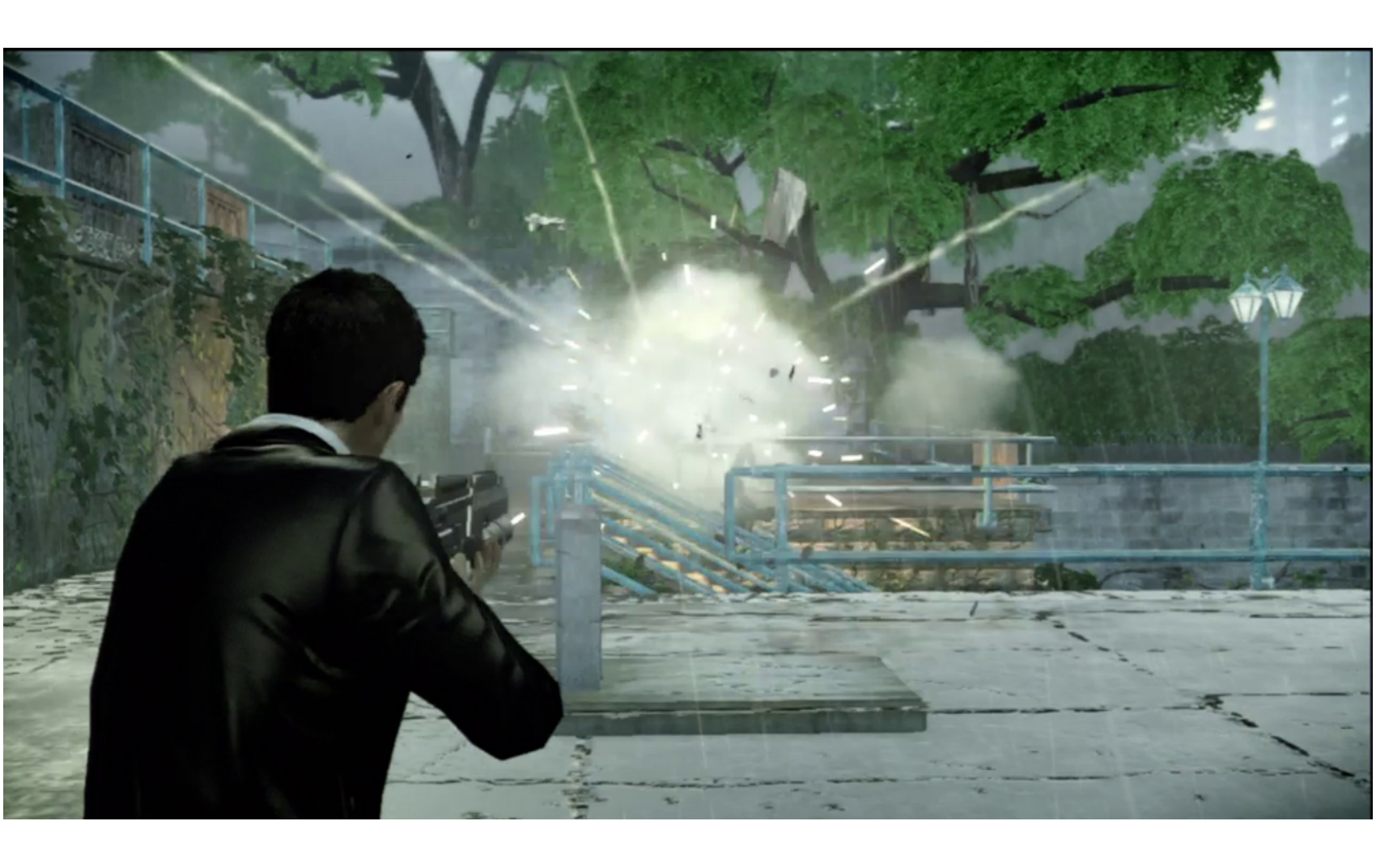


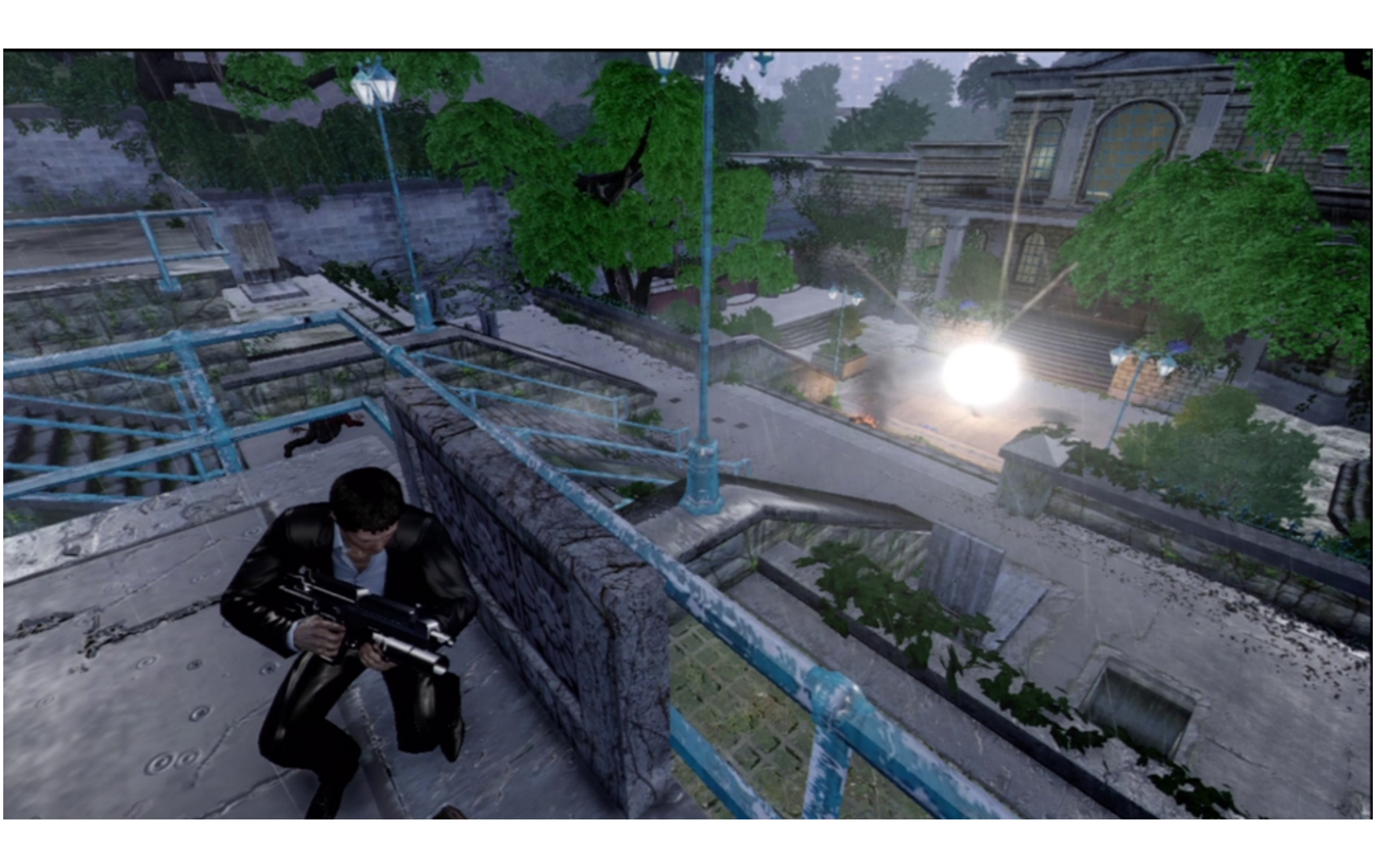




As you push forward, two more gunmen try to stop you, but they are at a lower elevation to you and are therefore at the disadvantage. You can either vault over the railing and shoot them on the way down or snipe them from the upper level. As soon as they are killed, seven more gunmen will rush into the next lower area up ahead, using the gravestones to cover their advance to the stairs leading up to the Sun On Yee. Quickly move into cover, and then try to thin out 18k's numbers first before charging into the fray.

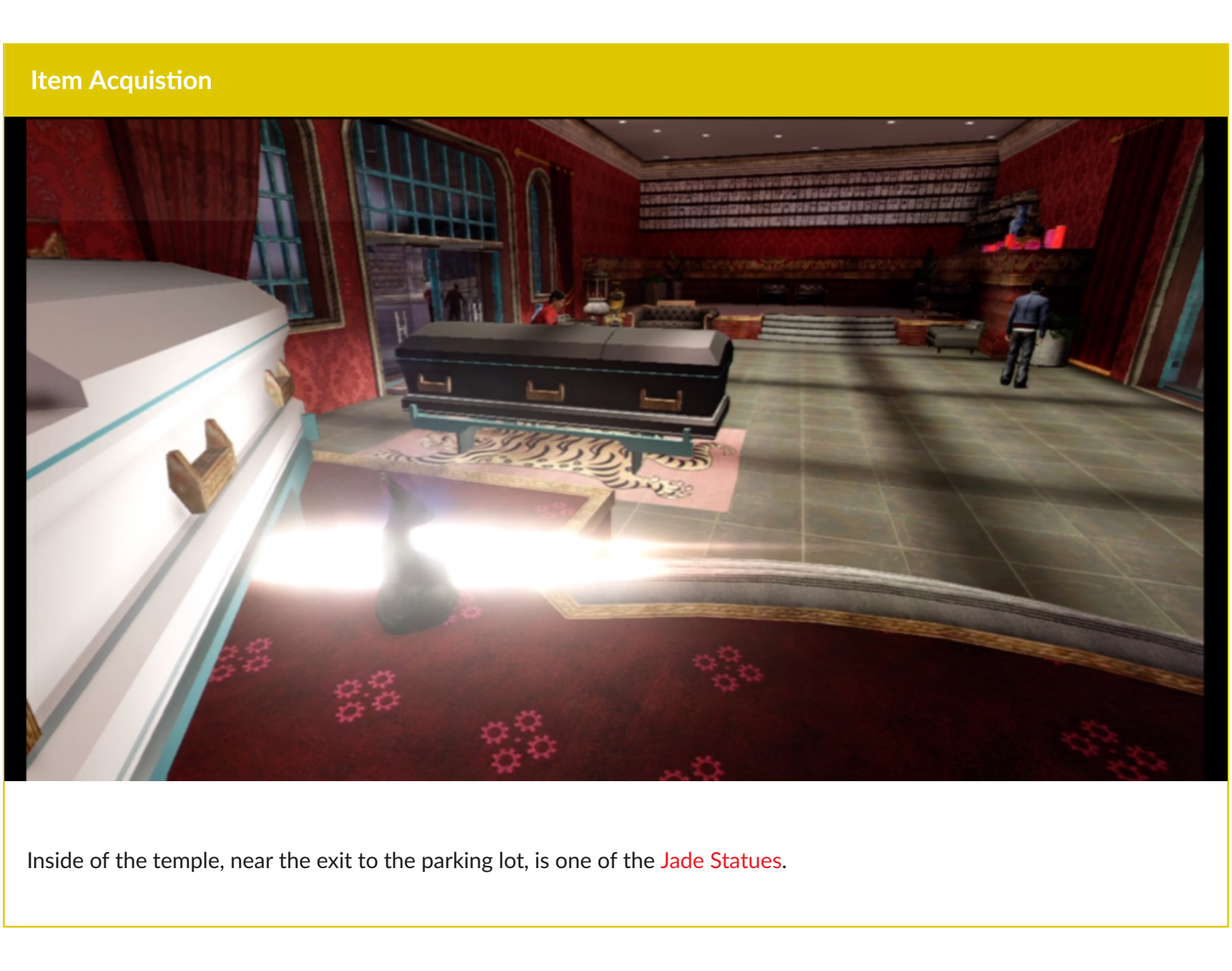




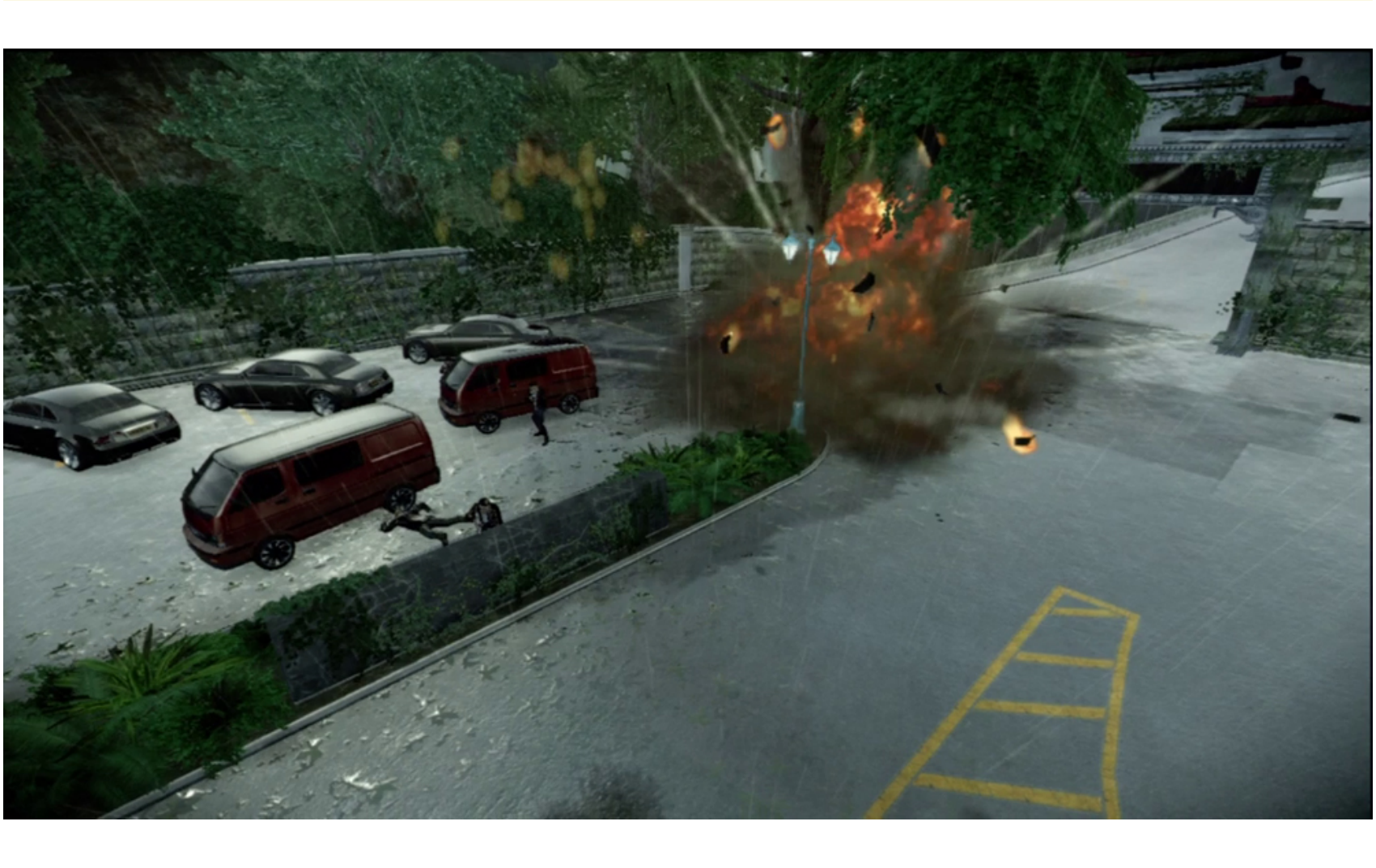


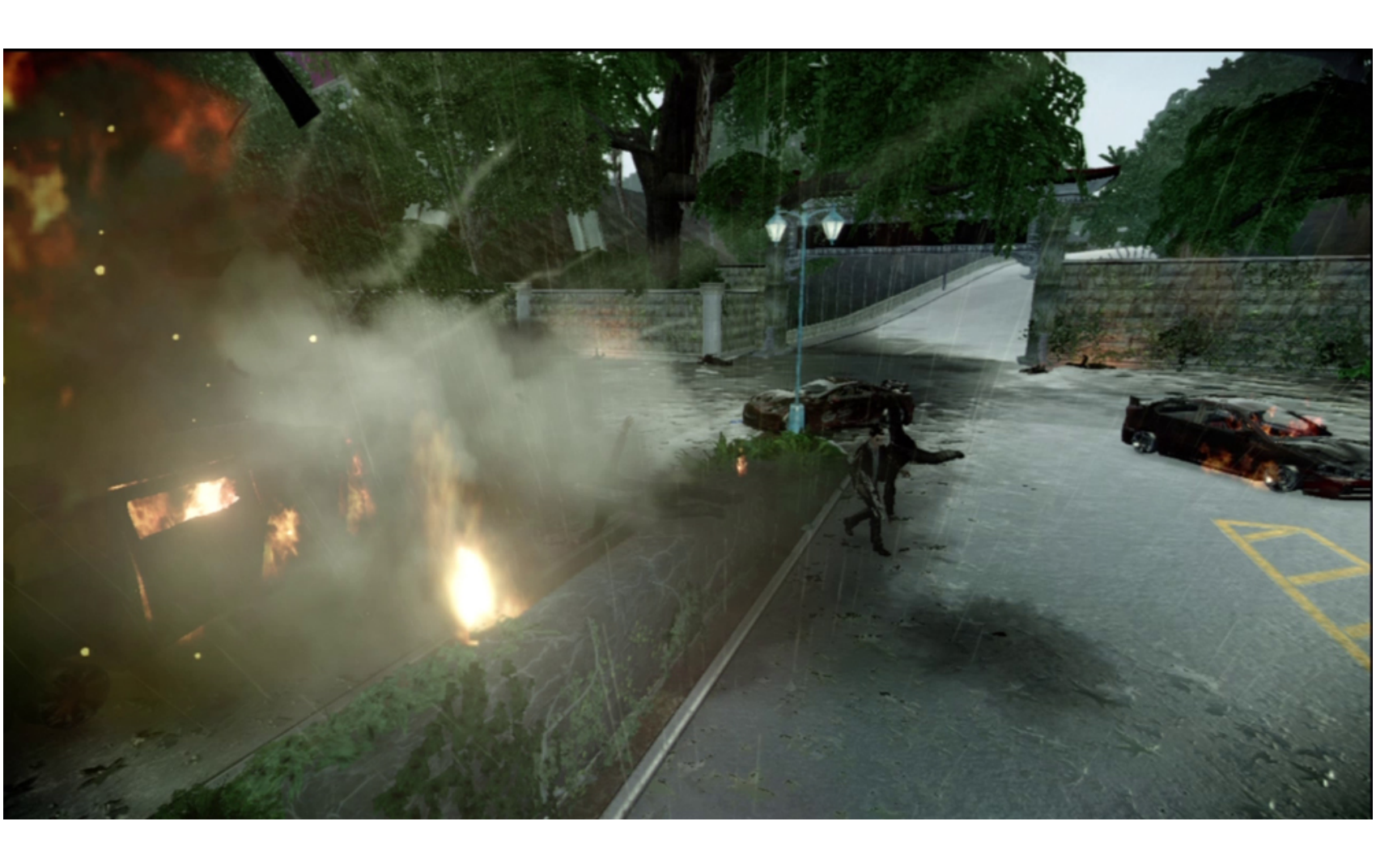
Once this new wave is taken down, a thug with a grenade launcher opens fire on the main stairwell leading down to the parking lot. You have to take the riverbed to the far right down to the lower level and kill this gunner to take his weapon. His assault rifle/grenade launcher combo comes with a full load of ammo, as well as sixteen grenades just waiting to be used on the 18k. Eliminate the other four thugs in the area to allow the Sun On Yee to join Wei at the lower level, then eliminate the last two guards in front of the temple at the next lower level.

Item Acquistion



Inside of the temple, near the exit to the parking lot, is one of the Jade Statues.

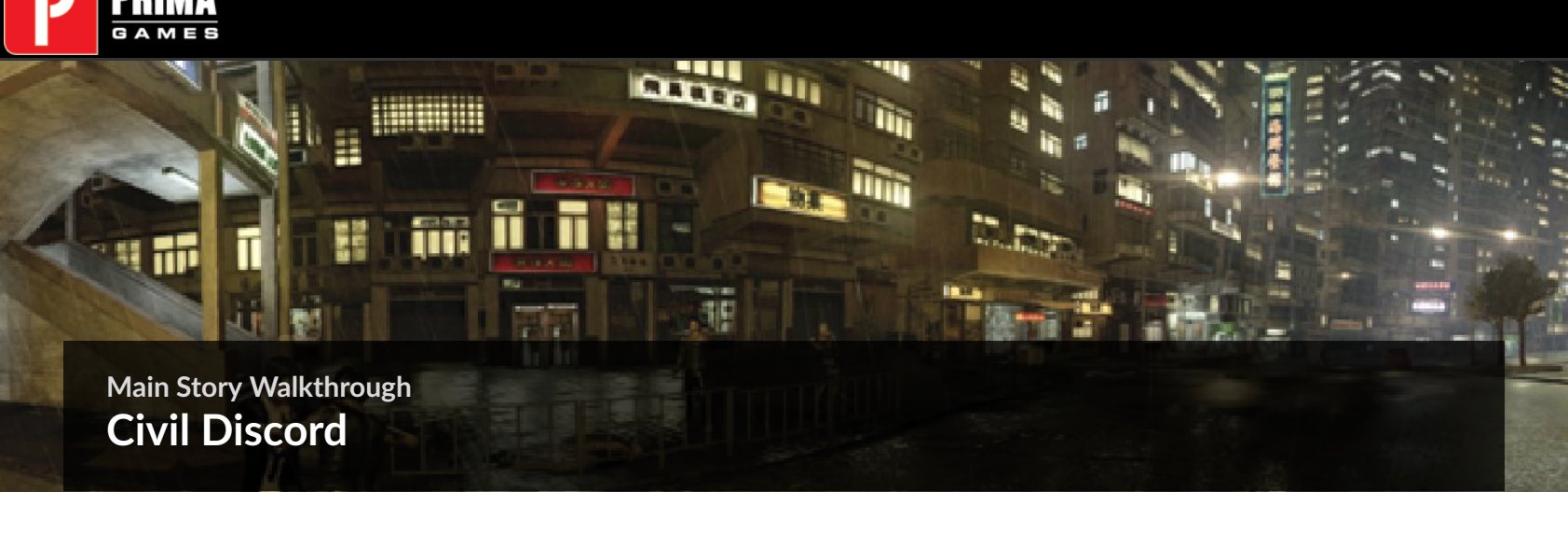




The 18k are holding the parking lot, blocking the Sun On Yee's only hope for escape. You have a grenade launcher, though, which means nowhere is safe from your wrath. Destroy the cars the 18k are using for cover with well-placed grenades. When their reinforcements arrive, you can prevent them from even getting out of their vans.

In the aftermath of the attack, Big Smile Lee is on the warpath. He suggests that he be the next Chairman, in light of the fact that he is the most powerful and most feared, and is willing to lead the Triad on the path of blood and vengeance against both the 18k and the police. Jiang demands that there be an election, as per the Sun On Yee code, to which both Wei and Pockmark agree. Furious, Big Smile Lee says they can hold the election, but threatens that should he not be elected, the Sun On Yee will suffer the consequences.

After another sleepless night, Wei awakens to a text from Conroy. Apparently something "big" is going down.



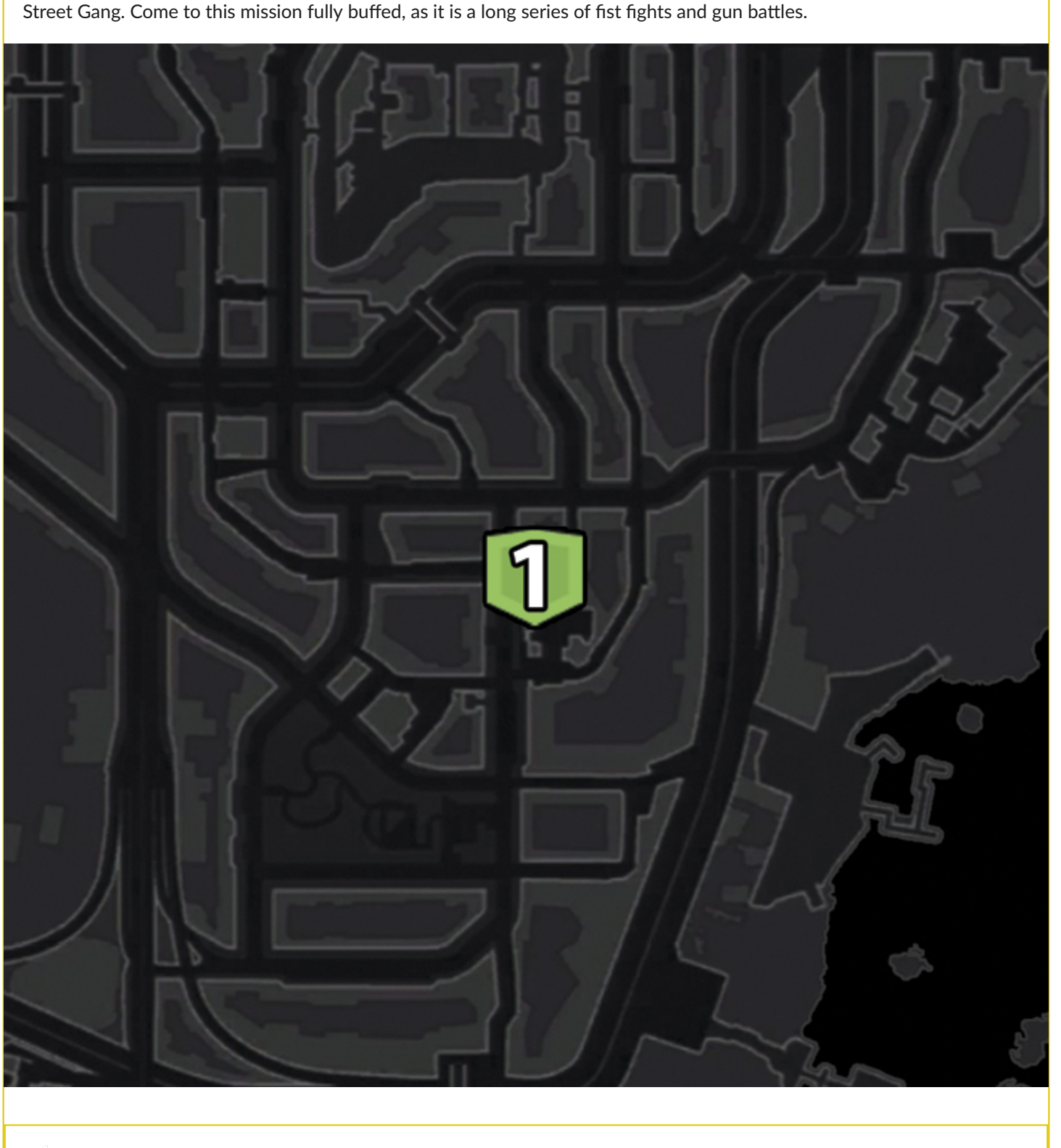
Main Story Walkthrough

Civil Discord

Preceding Missions: Funeral (Main Story)

Conroy's "big" event is a sudden attack on the Water Street Gang's North Point holdings. Wei arrives at Tran's chop shop to find him being beaten down by a mob of hostile thugs. This is only the prelude to a much larger battle that will fill the streets with blood before the day is over.

This mission includes hand-to-hand combat followed by an extensive gun battle, so make sure you arrive at Tran's ready for a long and grueling struggle. The enemy has you very badly outnumbered, even counting the help from the Water Street Gang. Come to this mission fully buffed, as it is a long series of fist fights and gun battles.



Click here for interactive maps

Mission Unlocks: Buried Alive (Main Story)

Job and Minigame Unlocks: None

Event Unlocks: None

Favor Unlocks: None

Rewards: HK $25000, News Clipping: SF Metropolitan

As Wei arrives at the chop shop, the other gangsters immediately switch their attention to him and Conroy. After dealing with most of the first group of gangsters, a second wave comes running in from the south. Expect a mix of Brawlers, Grapplers, and thugs armed with knives and cleavers. This first battle can be rough if you fail to deal with each threat correctly, as there are far too many gangsters to allow for many mistakes. Use the nearby environmental hazards to build up Face, and go on a disarming spree on the armed thugs.

Tip

Remember, while the Face Meter is active, Wei's Counters become extremely effective on armed opponents. He can Counter a knife slash, stab the enemy with the weapon, and then take it for himself.

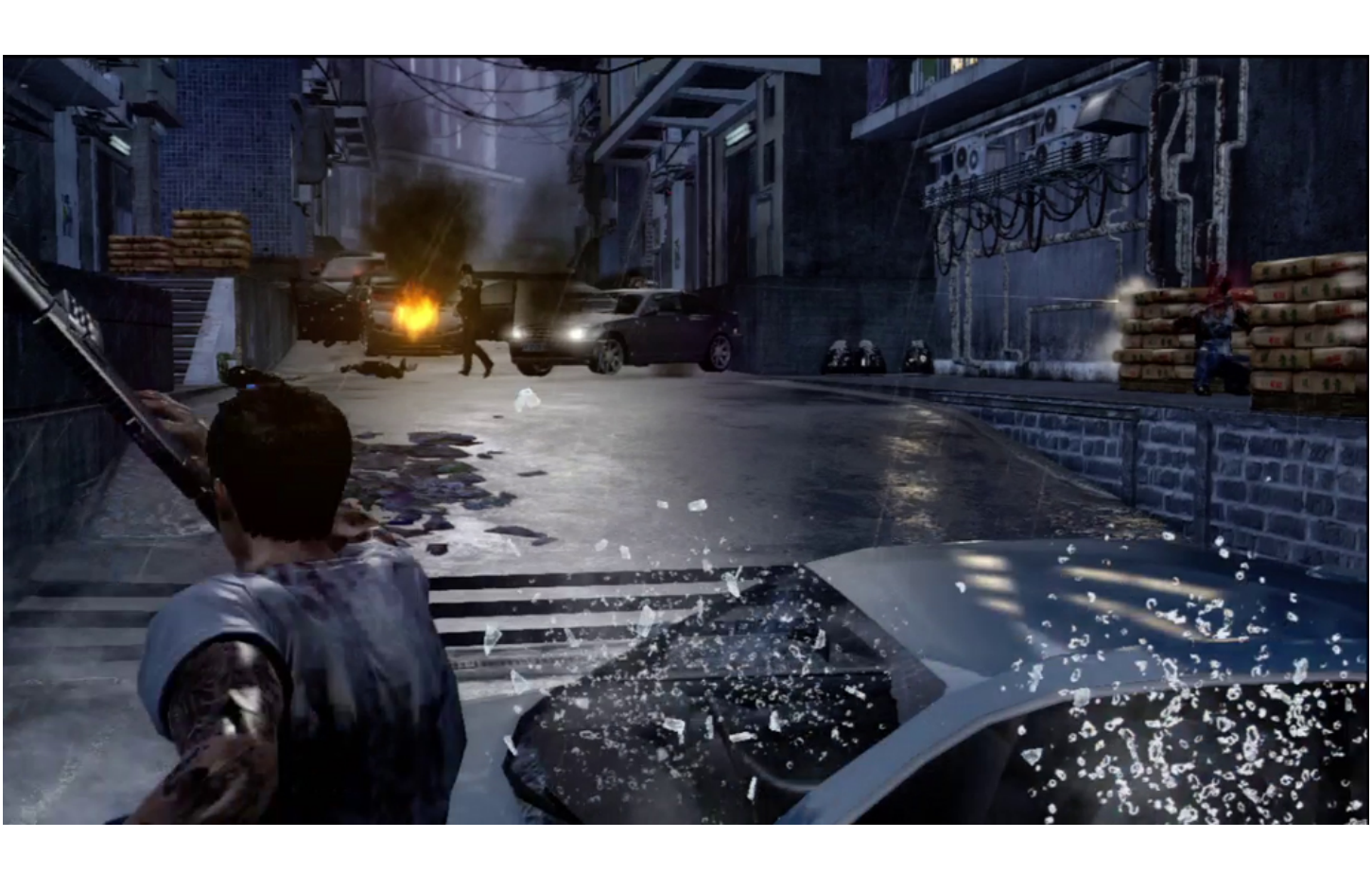
After the army of Triad members are taken out, Tran offers Wei a gun, saying that the gangsters had them in their cars. After the Water Street Gang piles into a vehicle, you get a text from Mrs. Chu. Gangsters are shooting up the restaurant, and she needs help fast. You have less than 30 seconds to get to the Golden Koi before the restaurant is overwhelmed by the enemy. Big Smile Lee intends on eliminating any potential threat to his ascension.

The street in front of the Golden Koi is a prepared killzone. Wei and the gang leave their car and return fire on the attacking Triad forces. There are a lot of gunmen here, meaning that any car you choose to hide behind will not last long under sustained fire.

Start off by eliminating the gangsters on the sidewalk to the left of where you start the firefight. With them out of the picture, you can now focus on moving forward and taking out the enemy in the street. Remember to use the bullet time from Action Vaults to chain together repeated headshots on the enemy, thereby extending your bullet time. Once the street is clear, you have thirty seconds to run inside of the Golden Koi and prepare for the next wave of enemies.

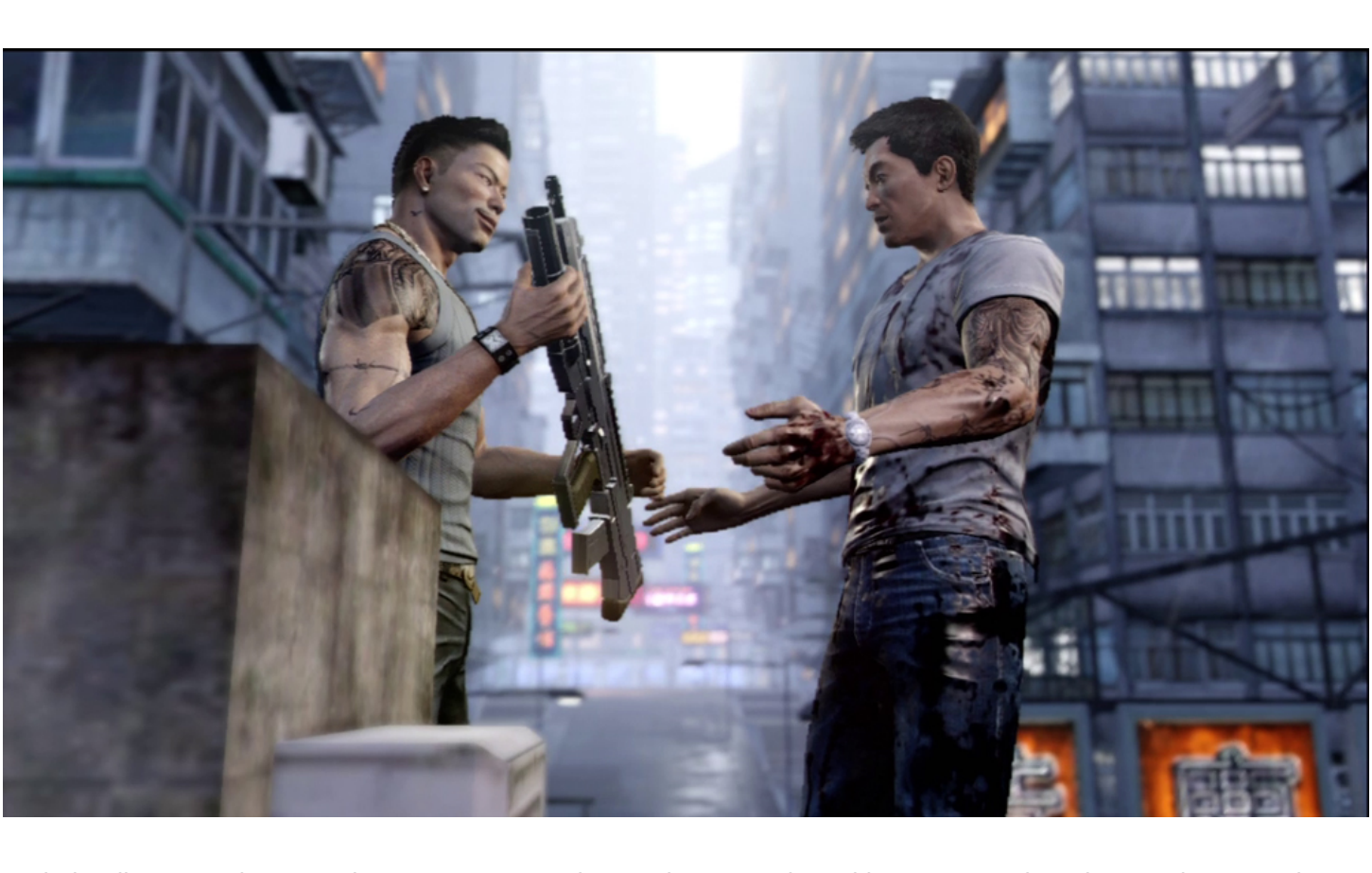
Once you enter the front lobby of the restaurant, multiple groups of reinforcements pour in from the steps leading up to the Night Market across the street. Vans and cars filled with more gangsters approach from the north and south sides of the main street. After dealing with the vehicle reinforcements, watch for another wave coming in from the Night Market.

After the frontal assault is temporarily halted, Mrs. Chu shouts angrily from the kitchen. A thug with a message from Big Smile Lee threatens her, but he is distracted by Wei's sudden arrival. Mrs. Chu puts the thug down herself.



The back alley to the restaurant is about to be overwhelmed by another round of gangsters. Consider grabbing an auto-shotgun for the first group. The tight alley makes it hard for anyone to escape the wrath of this weapon. The auto-shotgun can also blow up a car very quickly, which can help eliminate the first wave in short order.

After the first group is eliminated, more Triad members flood into the alley from the main street. The alley here opens up a bit, but you can stick to the auto-shotgun if you still have it. As always, a well-timed Action Vault can put you in position to cut down a whole team of gangsters in just one moment, and because they're all packed fairly close together, you should have no problems hunting down the enemy quickly.



With the alley secured, Conroy shouts for you to join him on the roof of the Golden Koi. Once there, he provides you with an assault rifle/grenade launcher combo, with full loads of ammunition and a crate filled with reloads if necessary. Okay Conroy, you're not all that bad after all.

What follows for the next minute and a half can best be described as a shooting gallery. You've got a great position overlooking the main street, where you see your allies holding the line against a frankly absurd number of enemies. This is why you have a grenade launcher. There is one rub: Your allies' overall health is tracked by a meter that appears when this battle starts. If it empties, you fail the mission, so don't let the enemy get to close to them, and avoid shooting them yourself. Once you defend your allies until time runs out, Conroy and Wei have to make their escape. The cops have decided Thug War 3 is a bad idea to have happen in North Point and are coming to stop it.

Tip

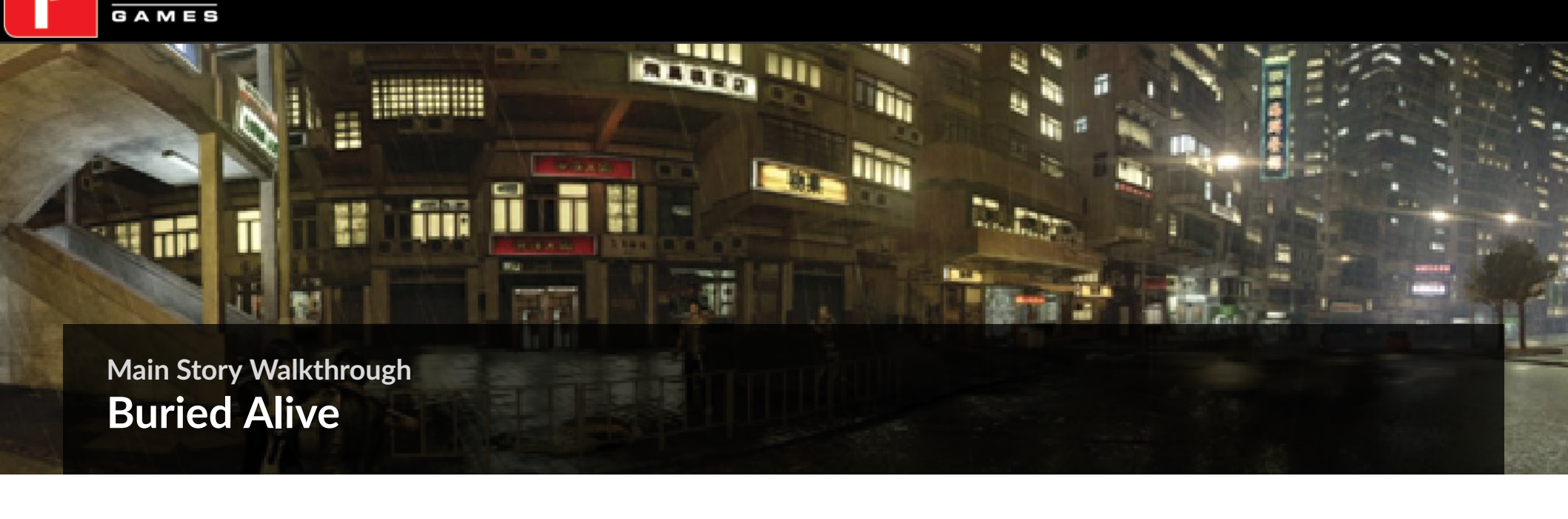
Blow up cars to magnify the power of your grenades and wipe out large concentrations of thugs, but remember that you can only blow up cars once! Firing grenades into the burned-out wrecks of cars actually limits their effectiveness.

You'd think that after all the shooting you'd have a higher Heat level than 2, but you should take the breaks when you get them. After evading the cops, Wei needs to get to Ricky and Vivienne right away. Ricky is loyal to Big Smile Lee, but is a good guy at heart. Wei has information that might get Ricky to turn his back on Lee. Drive over to Vivienne's apartment, and avoid any further trouble on the way there.

During the ride, Wei wants Conroy to call up Jackie to find out where he is, but there's no response on his phone.

Ricky is initially hostile to Wei, saying that Sonny told him that Wei slept with Vivienne. Vivienne comes to Wei's defense, saying that of all the men who Sonny ordered her to sleep with, Wei is the only one who said no, something not even Ricky can claim. The bugs that Sonny ordered Wei to plan caught some juicy footage of her and Ricky together, and if she doesn't testify against Sonny, the police are threatening to distribute the footage. This means that she'll become a big target. Wei offers to handle Big Smile Lee while Ricky can get Vivienne someplace safe to lay low for a while until this mess blows over.

The things you have to deal with to bring down a Triad member. After Ricky has been pacified, Conroy drops Wei off at a safe location. The Water Street boys will have to lay low themselves until this gets resolved.



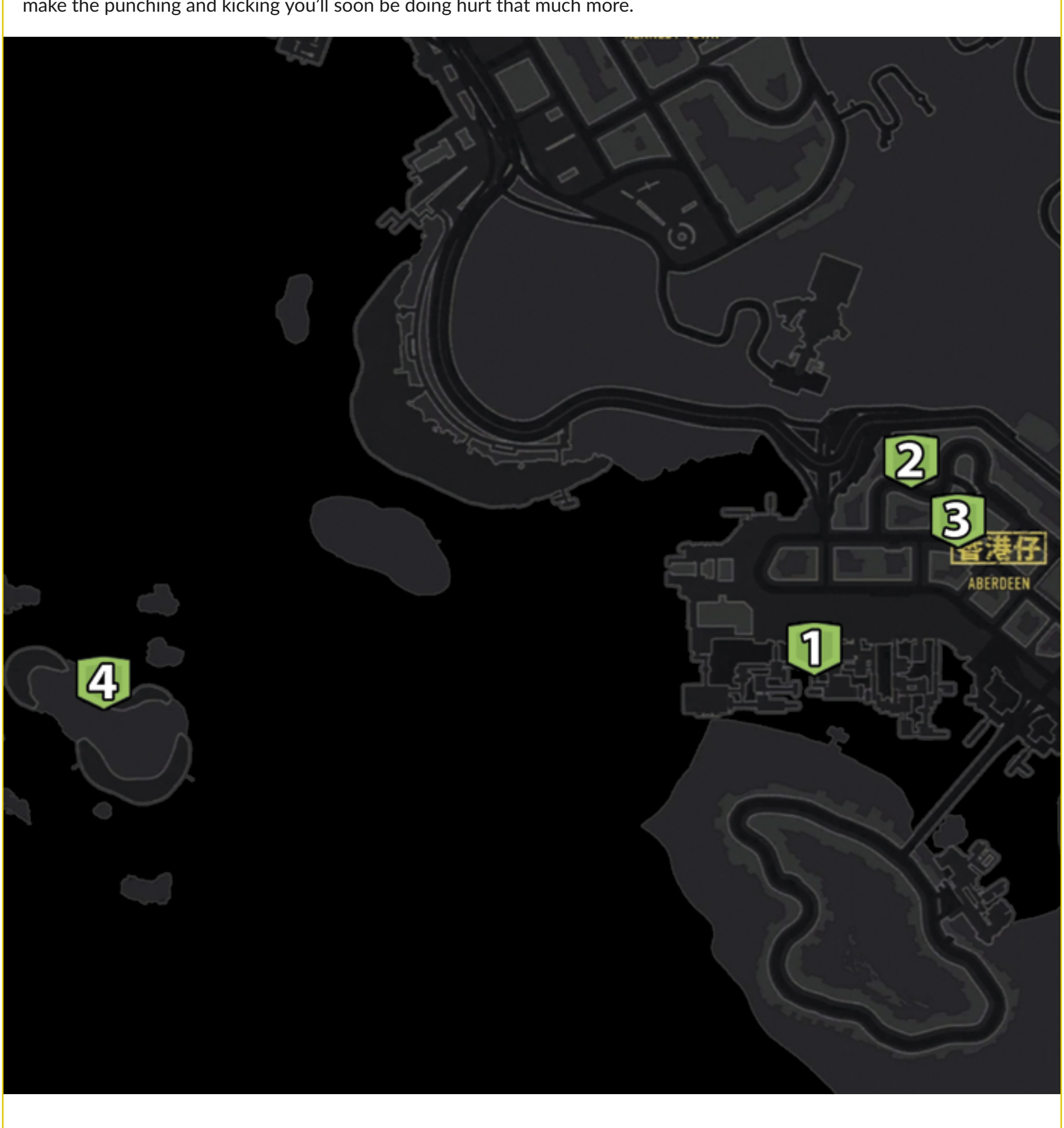
Main Story Walkthrough

Buried Alive

Preceding Missions: Civil Discord (Main Story)

Now that things have gone to hell in a handbasket doused with gasoline and filled with dynamite, Wei's lifespan as a Triad member seems to be on the brink of coming to a violent end very soon. He can only maintain his cover for so long, and Pendrew is not an ally he can trust any longer. On the docks near Wei's boathouse, Raymond has met secretly with Wei, pleading for him to come in now while he still has a chance. There's no telling if Pendrew will leak Wei's true identity, and Raymond would prefer it if Wei could come back to the force alive and as a hero.

In the middle of this meeting, Wei gets a call from Jackie, but it isn't actually him. Someone has Jackie's phone. They claim they have Jackie in their possession, and if Wei wants to see him alive again, he must follow incoming instructions. The first direction is to go to a designated location, alone and unarmed. Sounds like a good excuse to down an energy drink to make the punching and kicking you'll soon be doing hurt that much more.



Click here for interactive maps

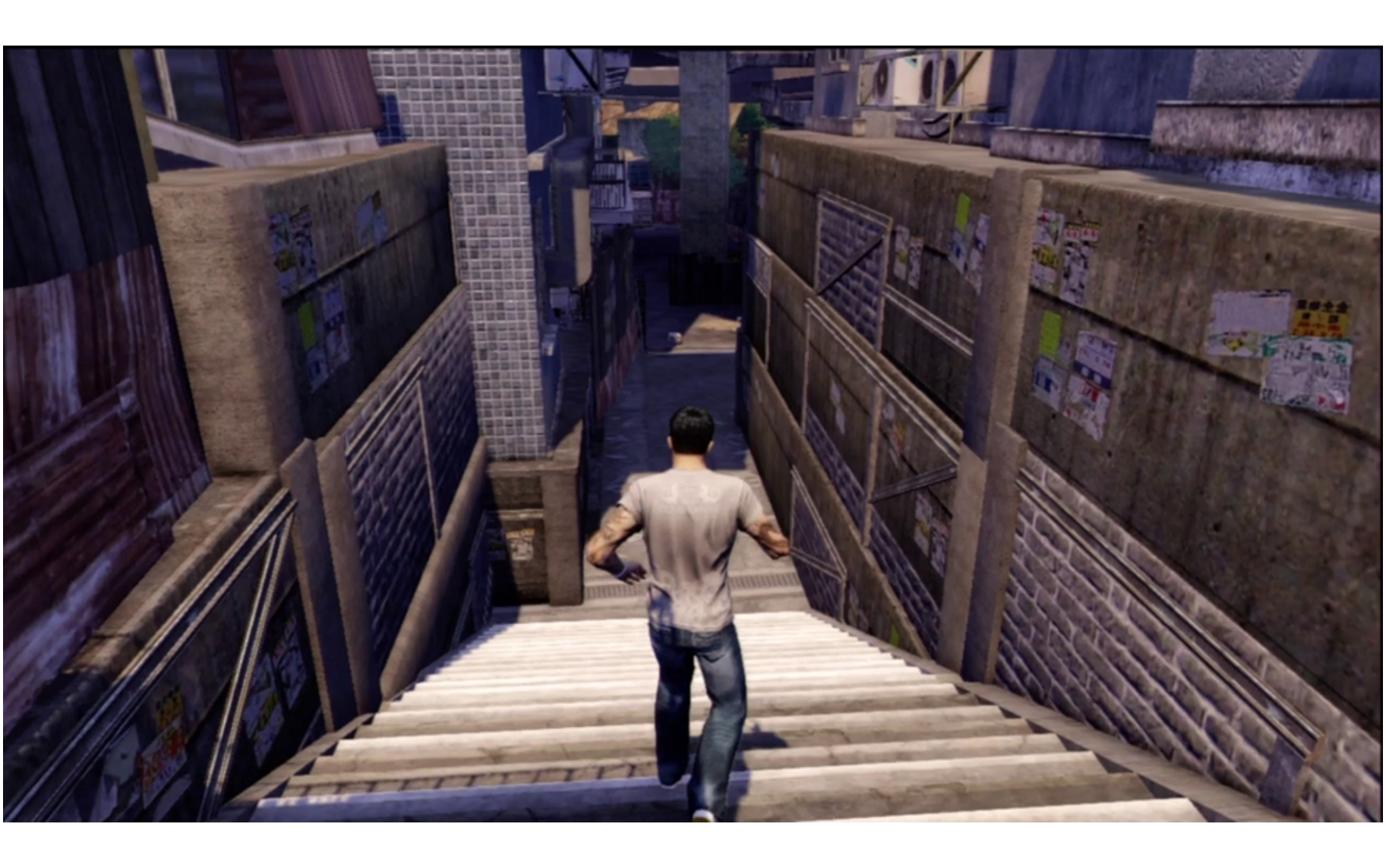
Mission Unlocks: The Election (Main Story

Job and Minigame Unlocks: None

Event Unlocks: None

Favor Unlocks: None

Rewards: None



The meeting location is not very far from the docks. Once you arrive, some gangsters will pat you down to make sure you're not armed. They then direct you to where Jackie is, underneath the freeway a short jog away.

You reunite with Jackie, and the mission is over.

Wouldn't that be nice? It's actually an 18k ambush, led by a mountain of a man who goes by the moniker "Horseface." Garage doors at the meeting point open, revealing a group of gangsters out for your blood, many of whom are armed with blades. After they're taken out, Horseface himself leaps down to deal with you. He'd be a pretty intimidating dude if there weren't so many convenient knives lying around on the ground from the other thugs you whipped. Pick one up and cut him down a few notches.

After Horseface collapses to the ground, pick him up and drag him over to the nearby table saw to interrogate him. He quickly gives up the goods on 18k's head enforcer: Zi Wai. Get back up to street level, then call him up and prepare to do a phone trace to get a fix on Zi Wai's location. The gangsters who patted you down when you first arrived complicate things by destroying the ride you chose to get there. Not a big deal, as the phone trace reveals that Zi Wai is very close by.

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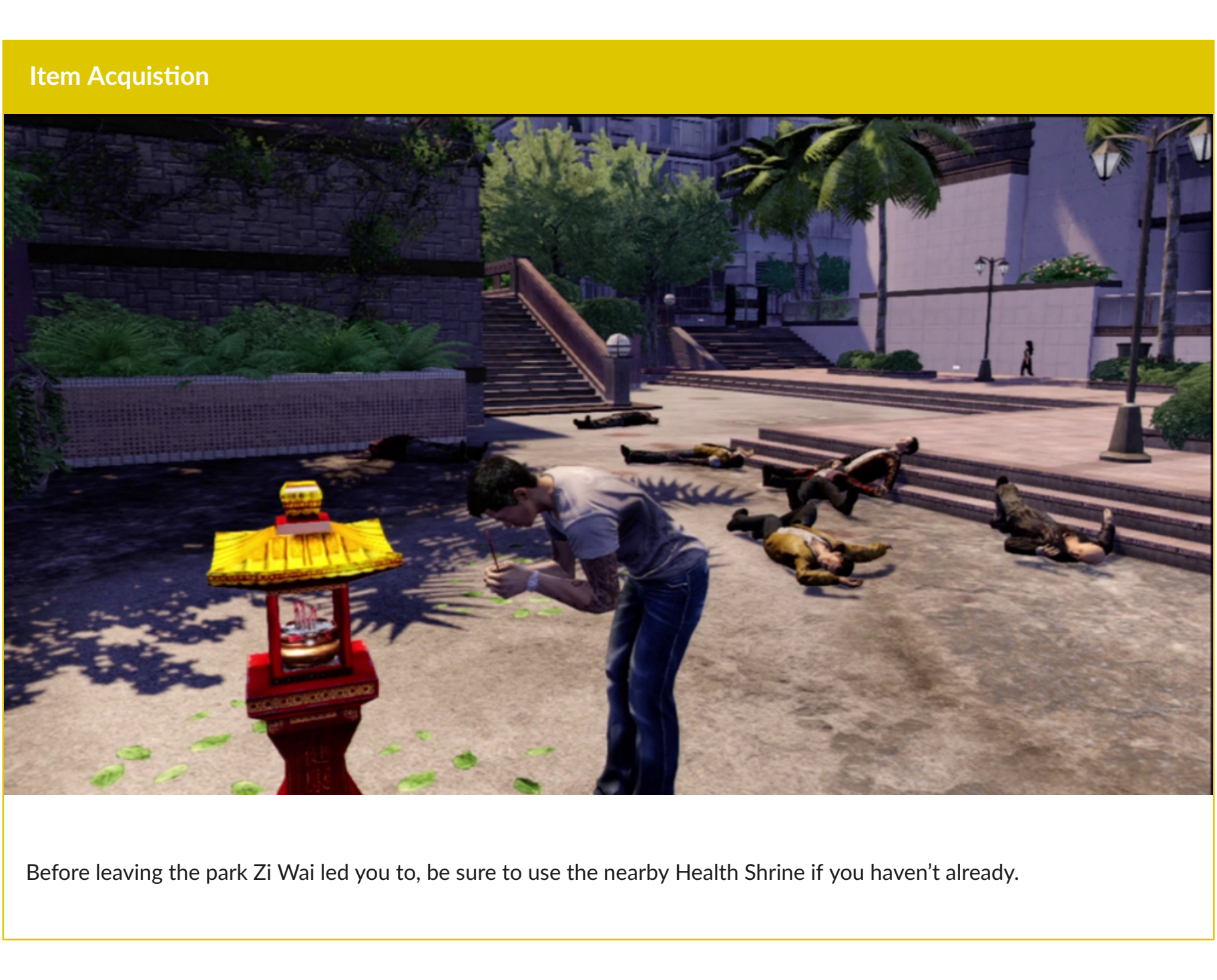
Zi Wai immediately bolts, taking a motorcycle, along with a few buddies who take their own bikes, when Wei rounds the corner. Wei climbs in a nearby car to give chase, and is immediately led to the freeway headed to Kennedy Town.

Funny thing about cars versus motorcycles: The motorcycle will always lose when it comes to high-speed impacts with a car. Demonstrate this to Zi Wai's escorts while you try to close the gap with him.

Eventually, Zi Wai ditches his bike in front of a convenience store and sprints out of the back exit. Leave your own ride and follow him. He will lead you on a merry chase through Kennedy Town, eventually reaching a small open-air shopping center where a number of his goons are waiting for him and you. Zi Wai draws a knife, making him a serious threat among the gaggle of thugs that come to his aid. Once he and his crew are beaten, pick up Zi Wai's phone to find where Jackie has been taken: Atticus Island.

Next, call up Old Salty Crab. Wei will explain that he needs a boat and weapons prepared for him.

Item Acquistion



Before leaving the park Zi Wai led you to, be sure to use the nearby Health Shrine if you haven't already.

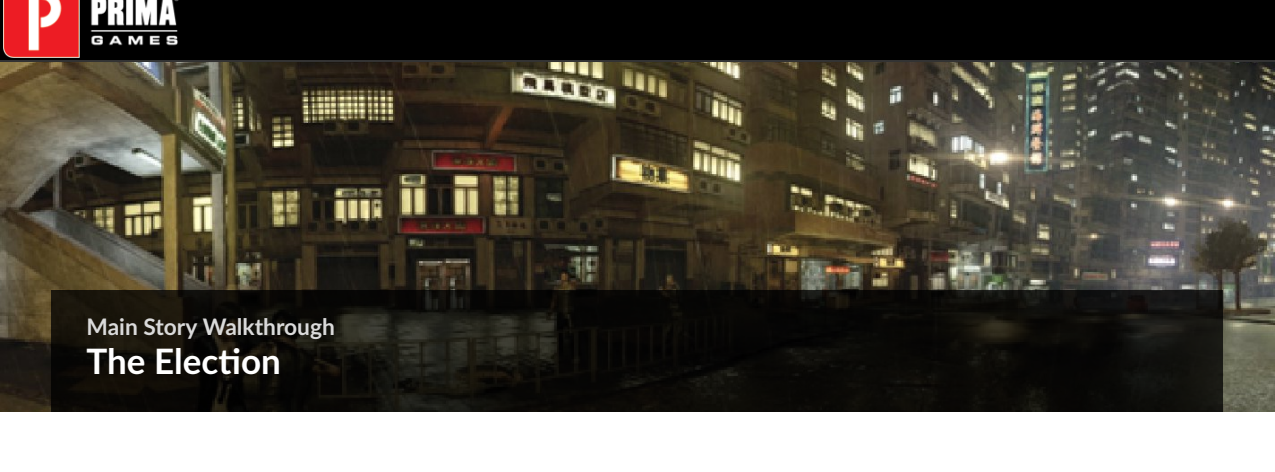
Old Salty Crab waits for Wei on a beach close to the main freeway, having readied a boat filled with ammo for an SMG. You're ready to rescue Jackie!

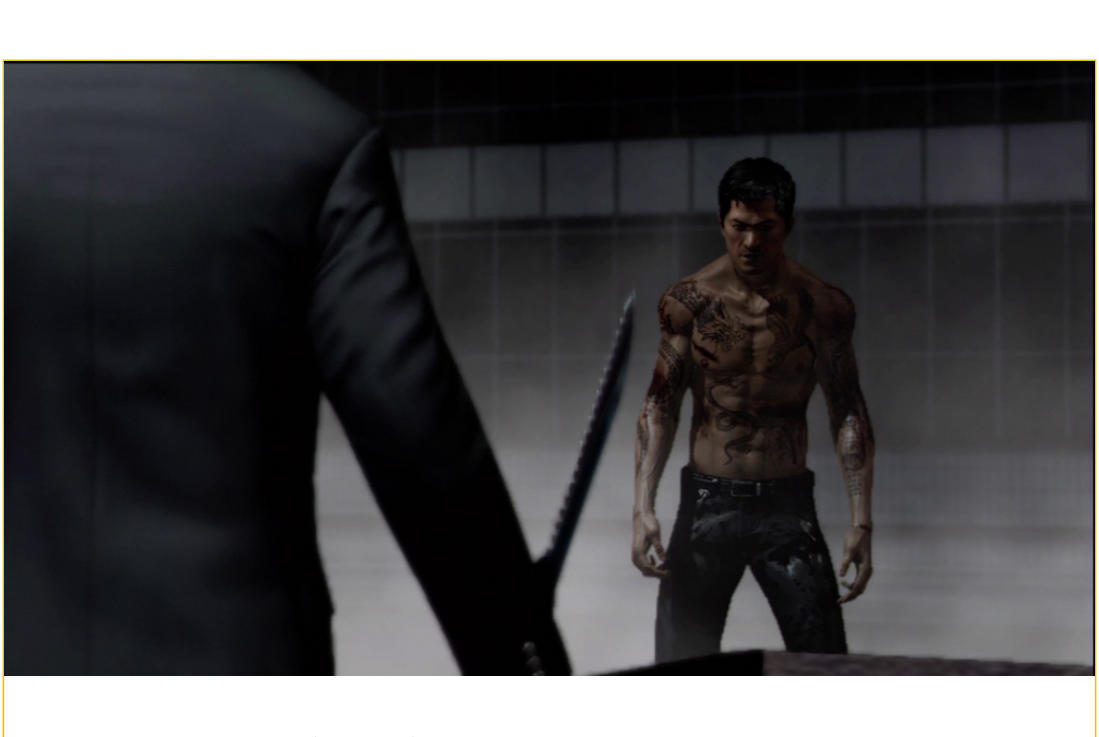
The 18k have more numbers than brains though, and they insist on putting up as much resistance as possible, driving after you in their own speedboats. Aim for the people inside the boats if you want to quickly eliminate the threats. If you instead want to cause some explosions, concentrated fire on the boats themselves will take care of the problem. After the 18k has had enough dying for one day, they will back off, allowing you to drive the rest of the way to the island where Jackie is being held.

The rescue is an emotional one. Jackie can scarcely believe he's alive and that Wei came for him once more. But he's done with everything. He wants and needs out of the Sun On Yee. Wei is focused on the election. If Jackie tells everyone that Big Smile Lee handed him over to the 18k as part of his power grab, it's over for him. Wei wants to scope out the building the election is to be held in to see if there are any more unpleasant surprises, but Jackie is in no condition or mood to do more work. He wants to take a walk.

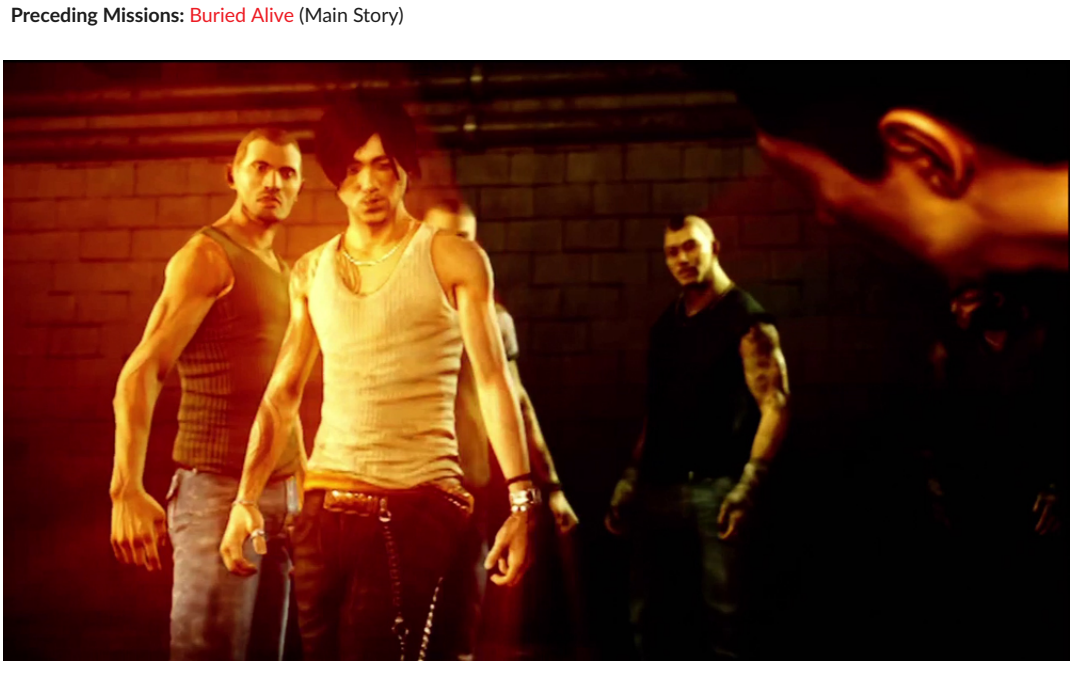
With nothing else really pressing Wei for the moment, there's no better time to head to a safehouse to grab some sleep.

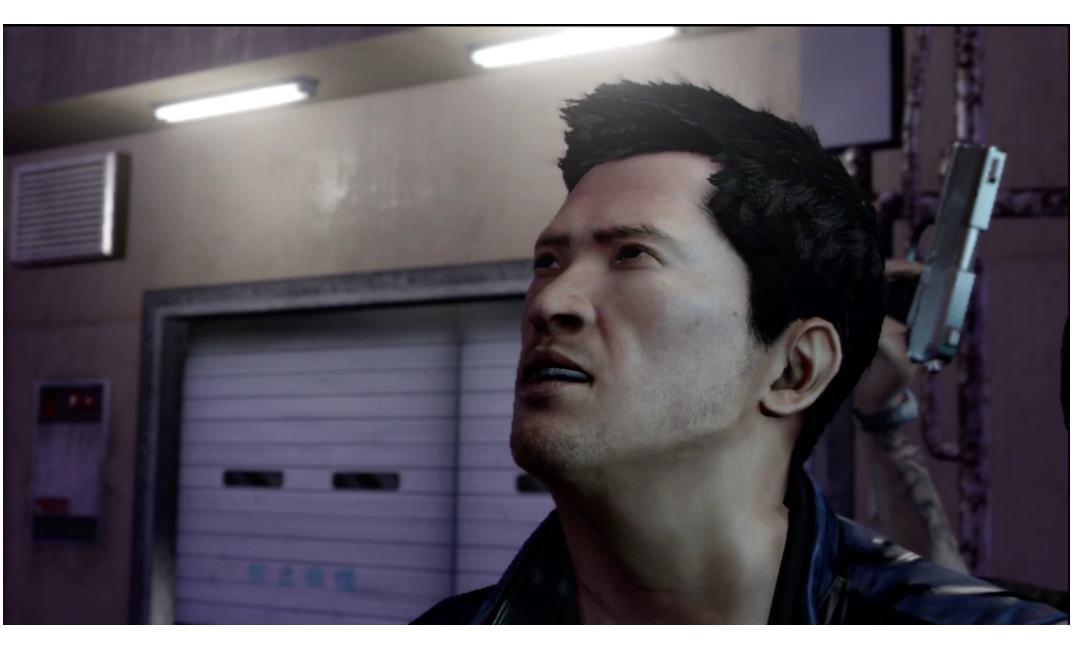
The Election

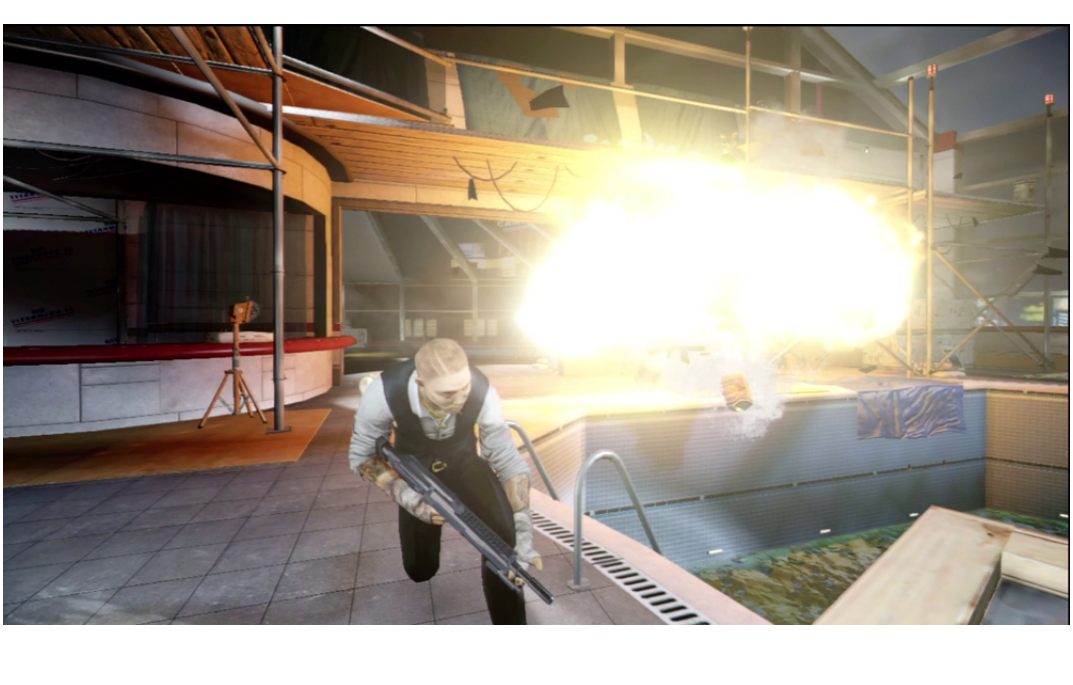




Preceding Missions: Buried Alive (Main Story)

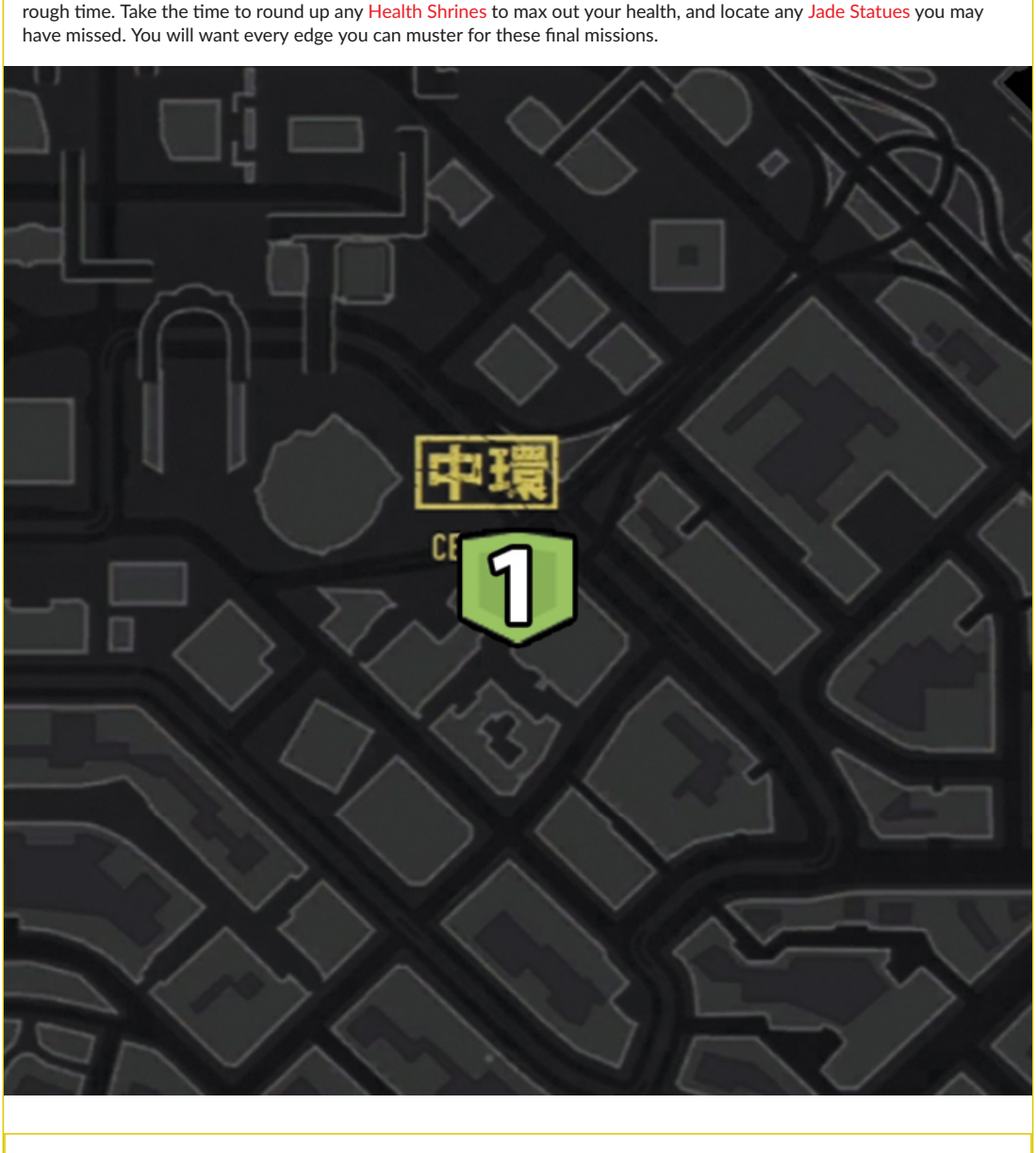






After some shuteye, Wei awakens to a text message from Jackie. He has something to show Wei. What follows is the beginning of the end for Wei Shen's double life within the Sun On Yee.

This is it. The last two missions of the story flow right into each other. Once you go meet Jackie, you're going to be in for a rough time. Take the time to round up any Health Shrines to max out your health, and locate any Jade Statues you may have missed. You will want every edge you can muster for these final missions.



Click here for interactive maps

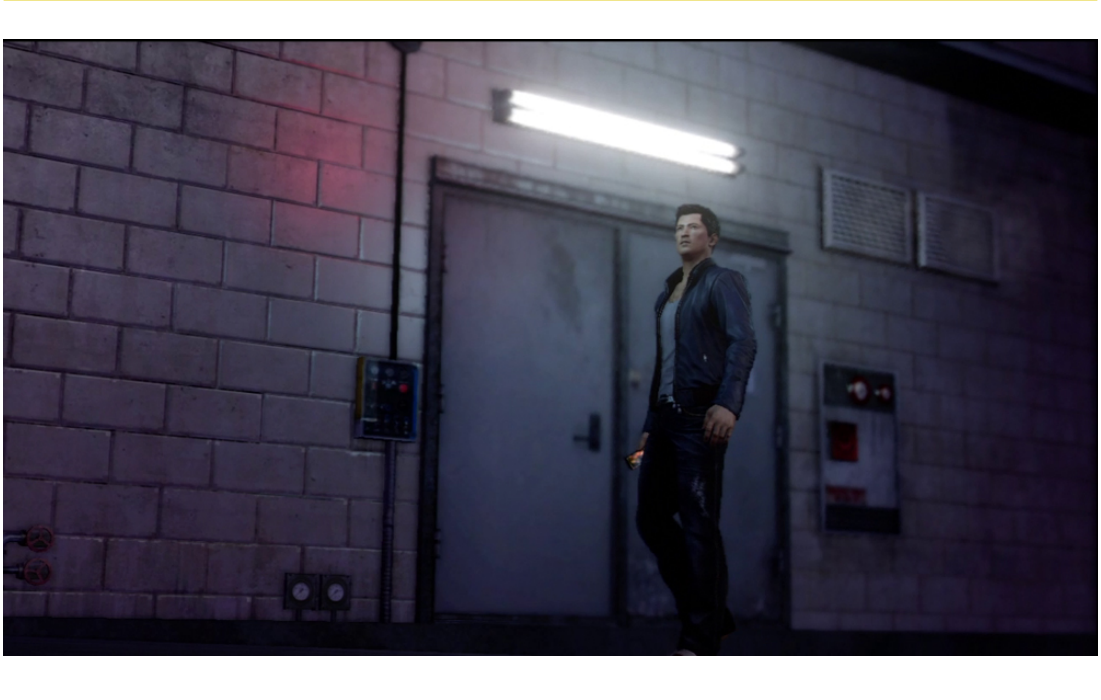
Mission Unlocks: Big Smile Lee (Main Story)

Job and Minigame Unlocks: None

Event Unlocks: None

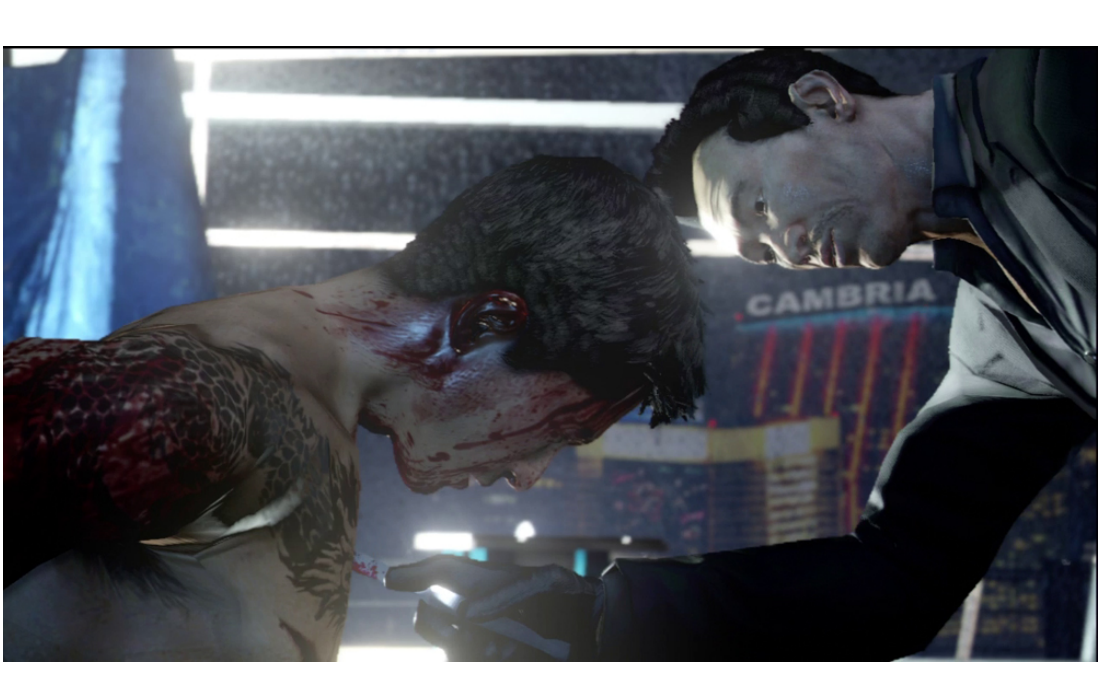
Favor Unlocks: None

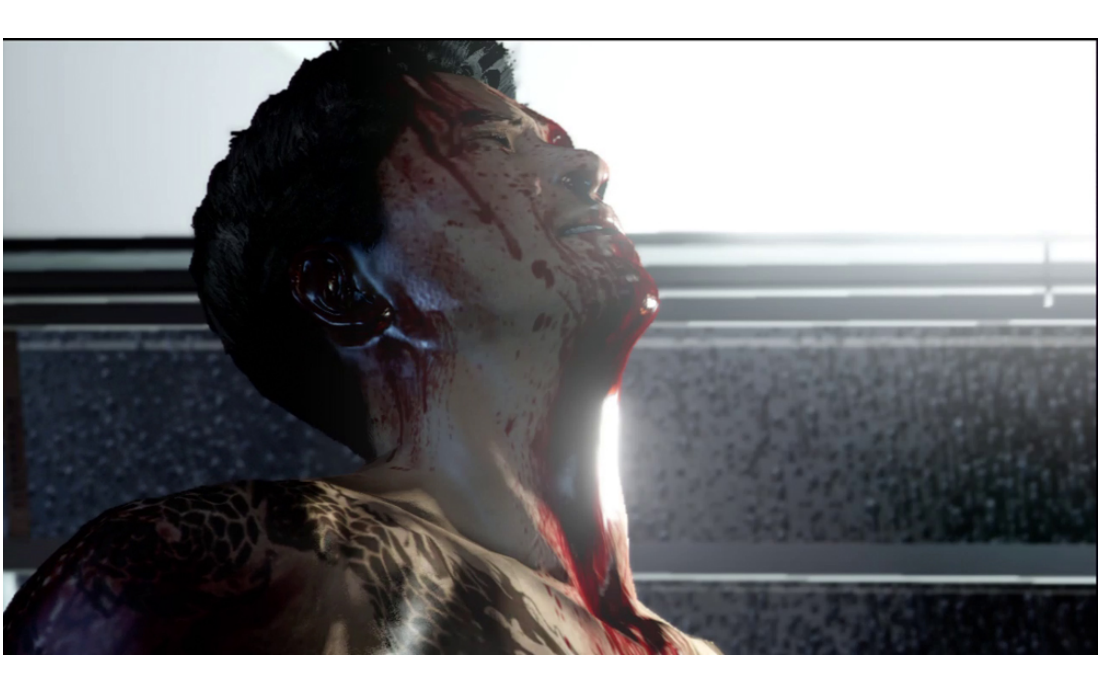
Rewards: Butcher Knife



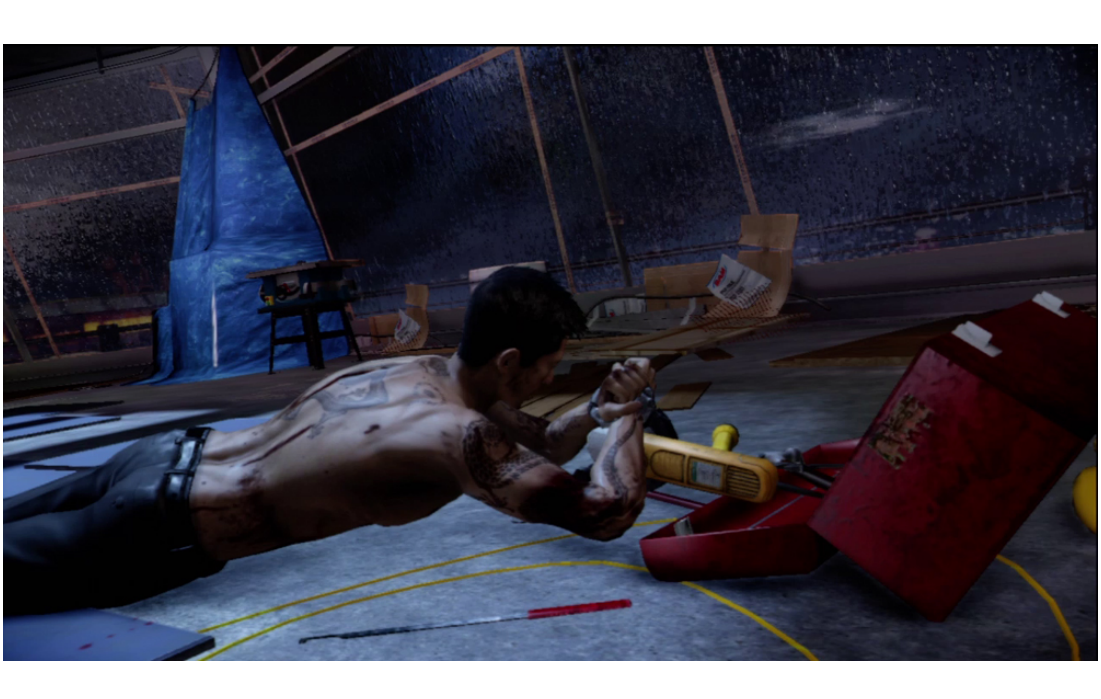
Head to the place Jackie says he wants to meet you. At first, it looks like he's running late. Wei tries calling him, but he hears a phone ringing just around the corner and goes to investigate.

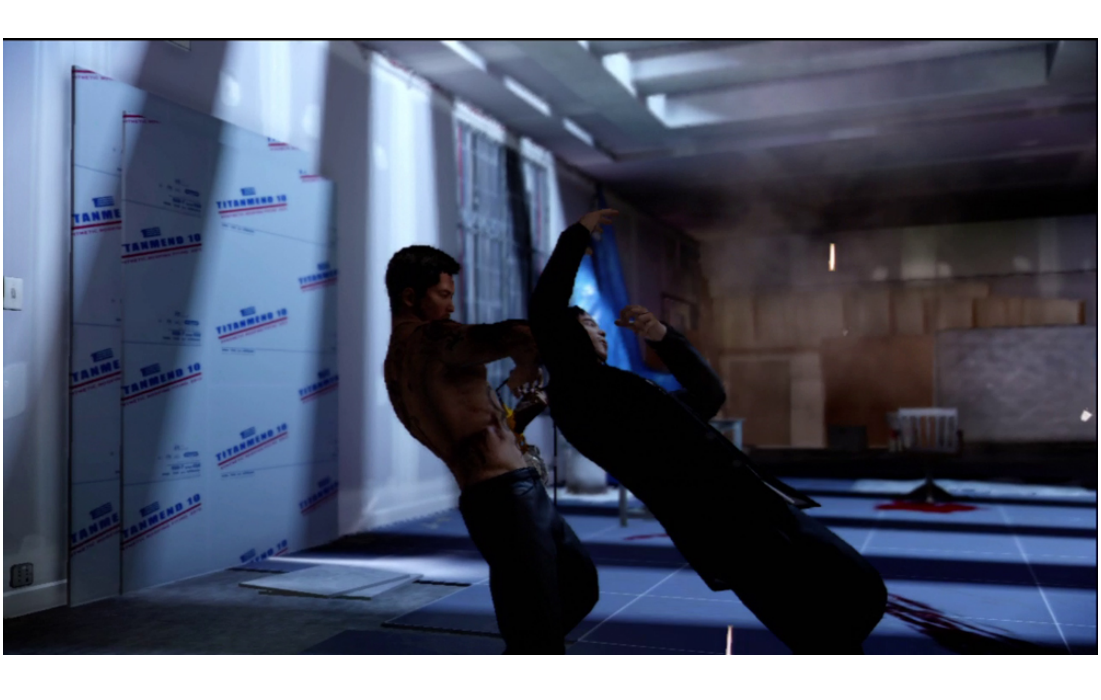
There's nothing to be done for Jackie. It's obvious that he did not go peacefully or quietly. A devastated Wei isn't given much time to process what has happened to his friend, as he's knocked out from behind by a thug.



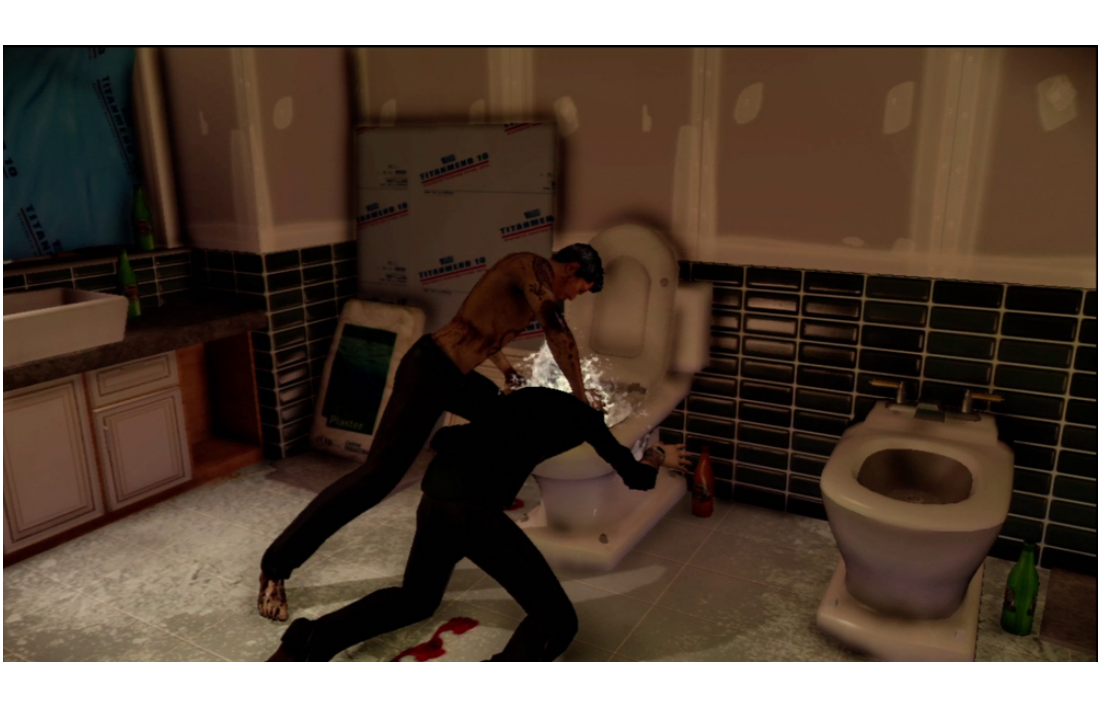


Wei awakens in the care of Mr. Tong. He is responsible for what happened to Jackie, and for the next few minutes, he visits a fraction of that upon Wei until Wei passes out.

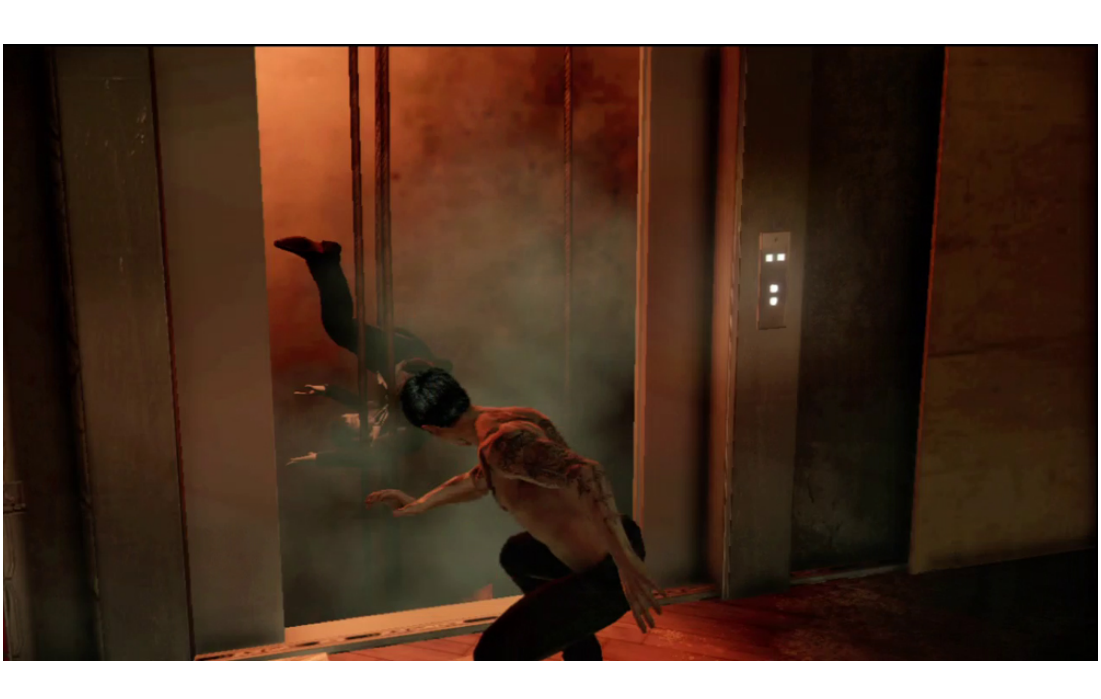


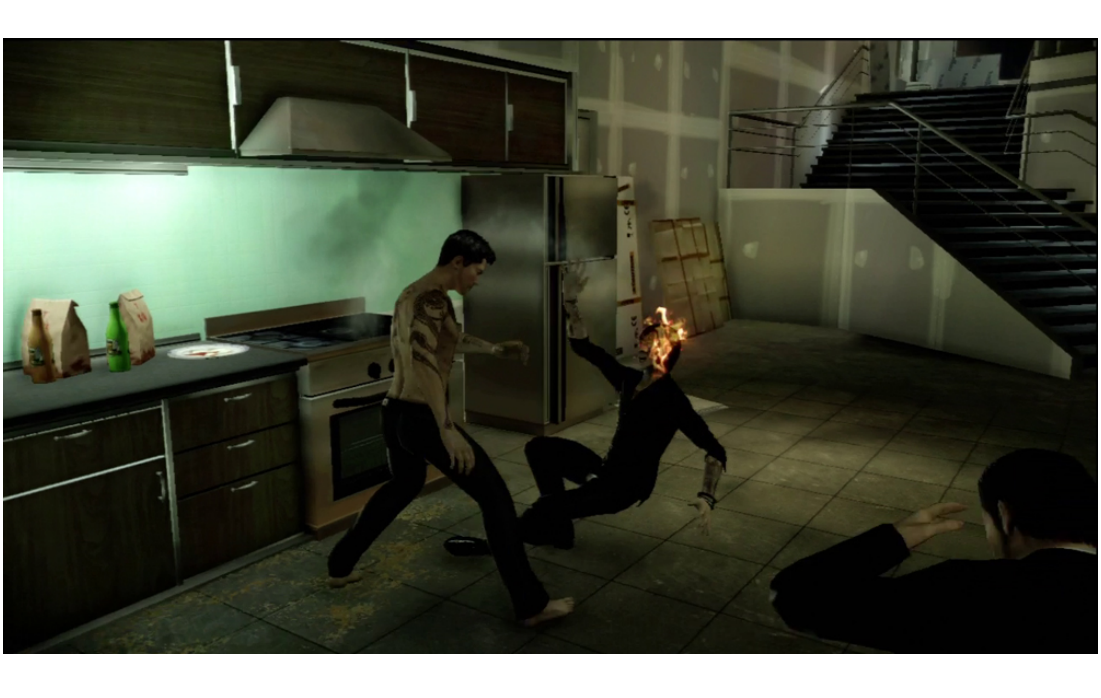


Wei awakens, and his guards abuse him a bit more before leaving. After you regain control, drag Wei slowly over to a cutting saw to undo his bonds. A guard spots Wei trying to escape, and tries to beat him down into submission. When prompted, Counter his attack, and begin the escape. Badly wounded, Wei is only able to limp to the exit.

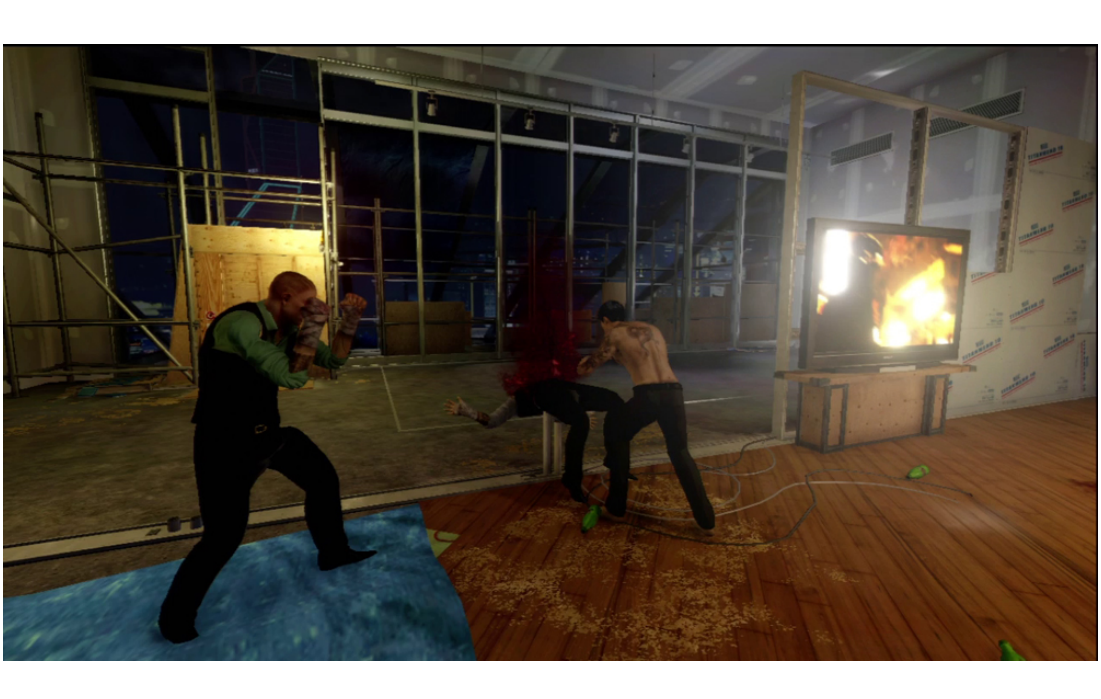


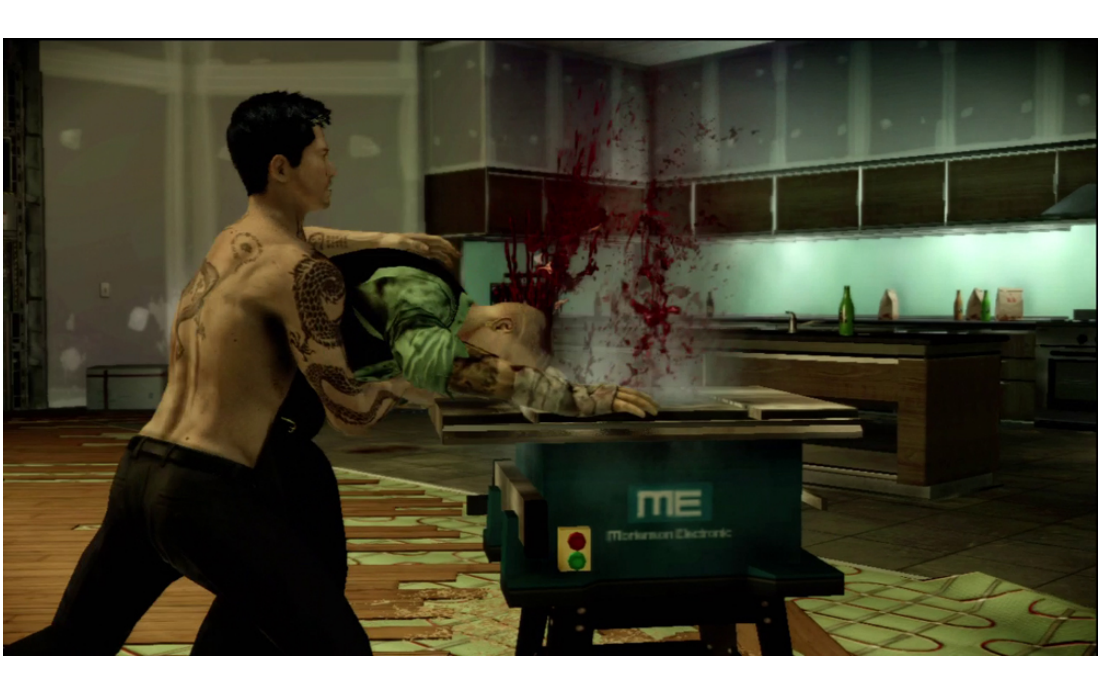
Sneak up on the guard in the next room and introduce his head to the toilet. It's a short and wet meeting.



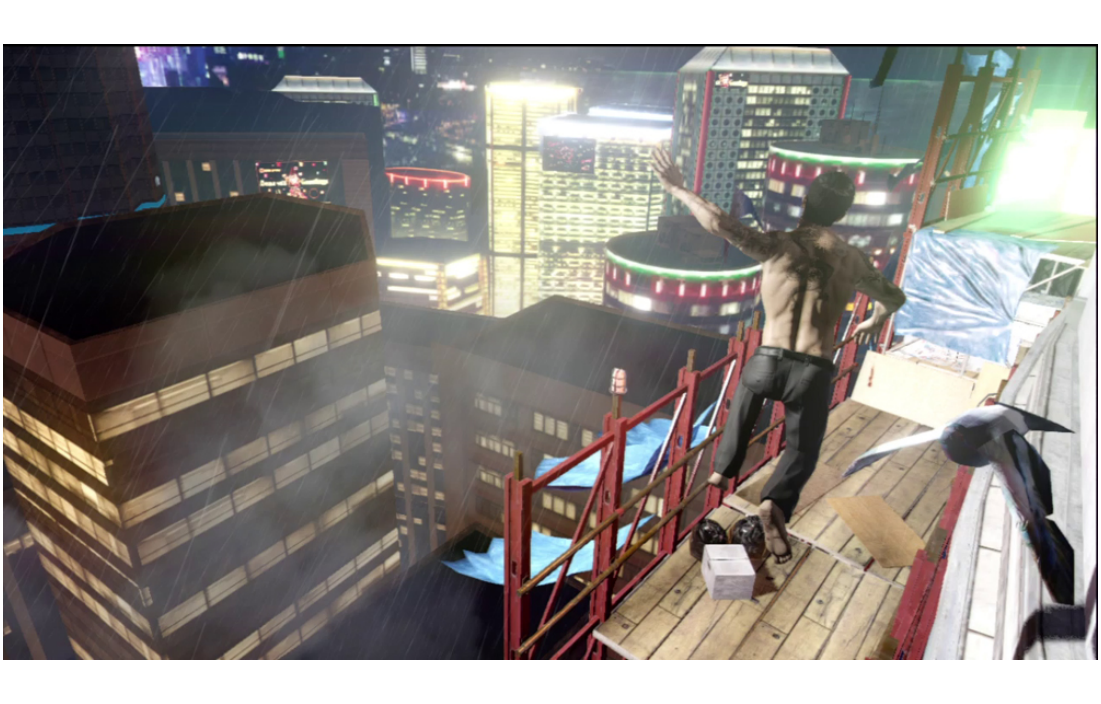


Wei enters the next room, adrenaline pumping through his veins to help him ignore the worst of his injuries. There are a number of Triad forces in the room. Wei's approach is temporarily masked by the music playing from the nearby TV. Once you start the fight, use everything you can to put the enemy down quickly. You can throw the gangsters onto the table saw, down an elevator shaft, or on a piece of rebar.

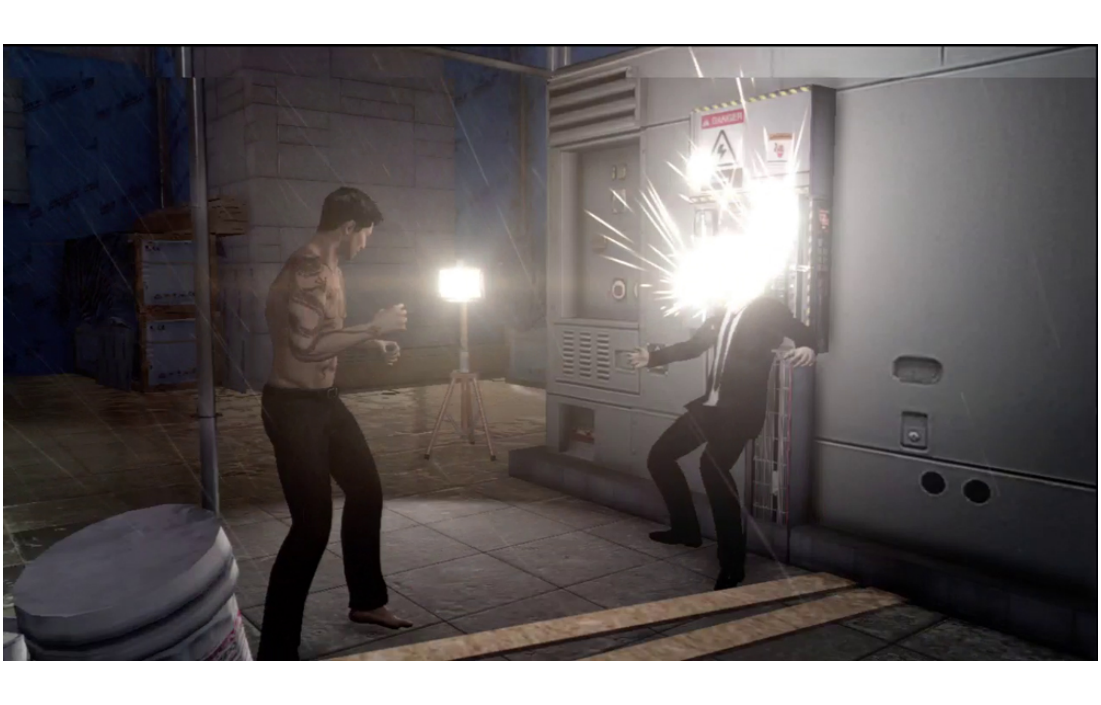




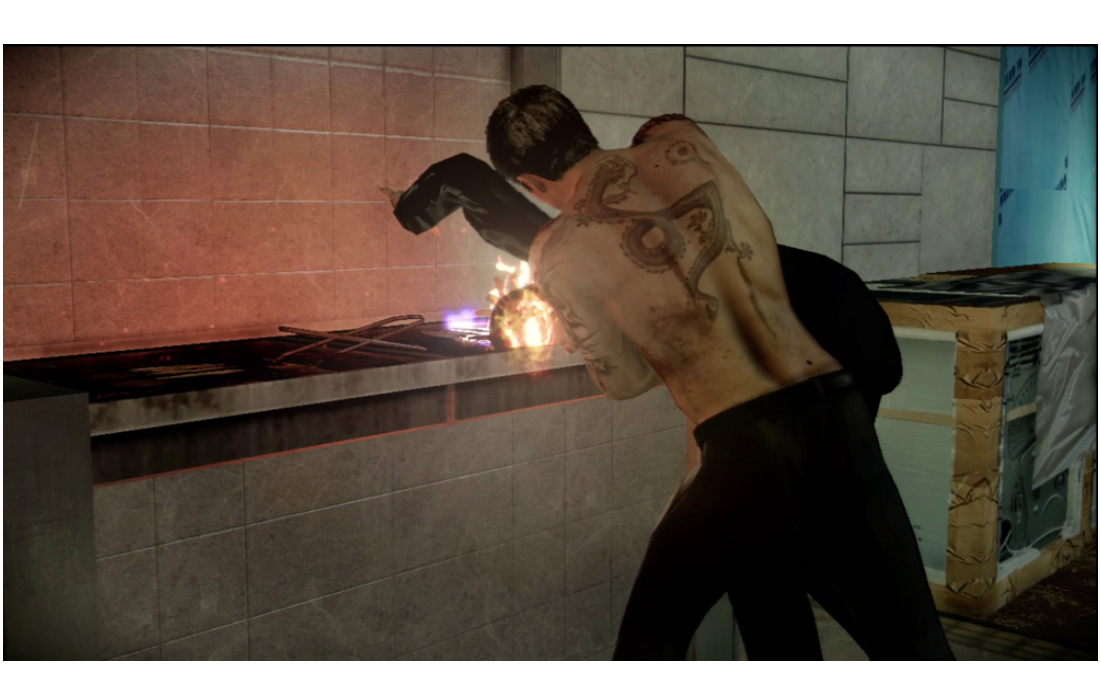
After the first group is taken out, two Brawlers bust their way into the room.

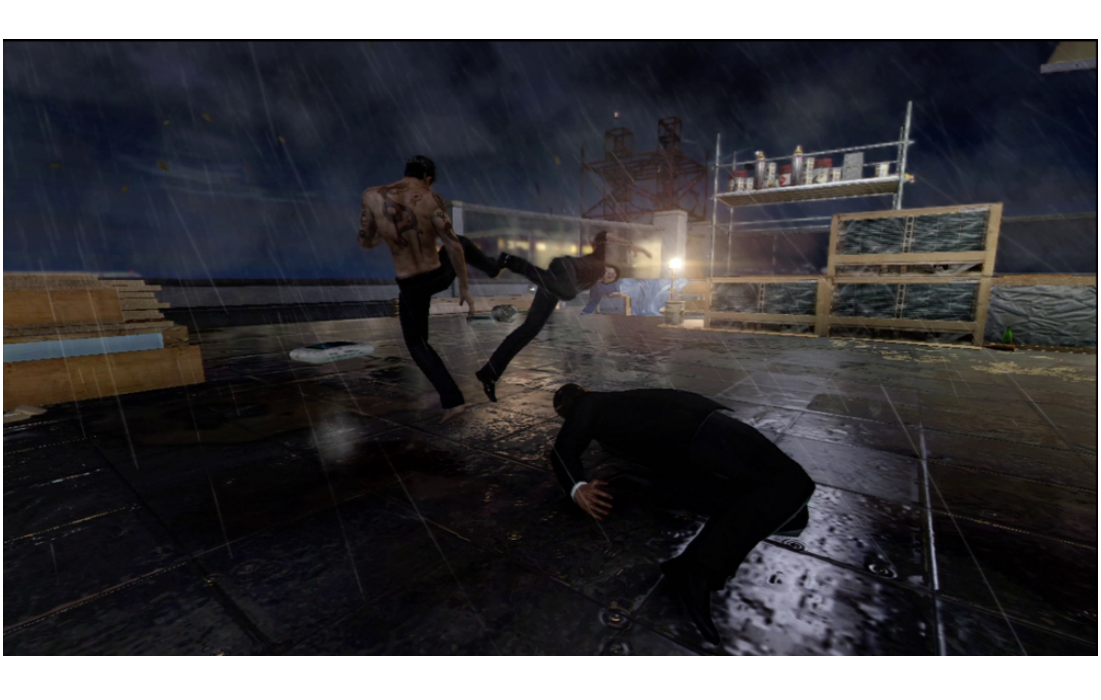


With the thugs out of the way, kick your way through a door to escape the penthouse suite. You'll have to do a couple dangerous jumps during this portion here.

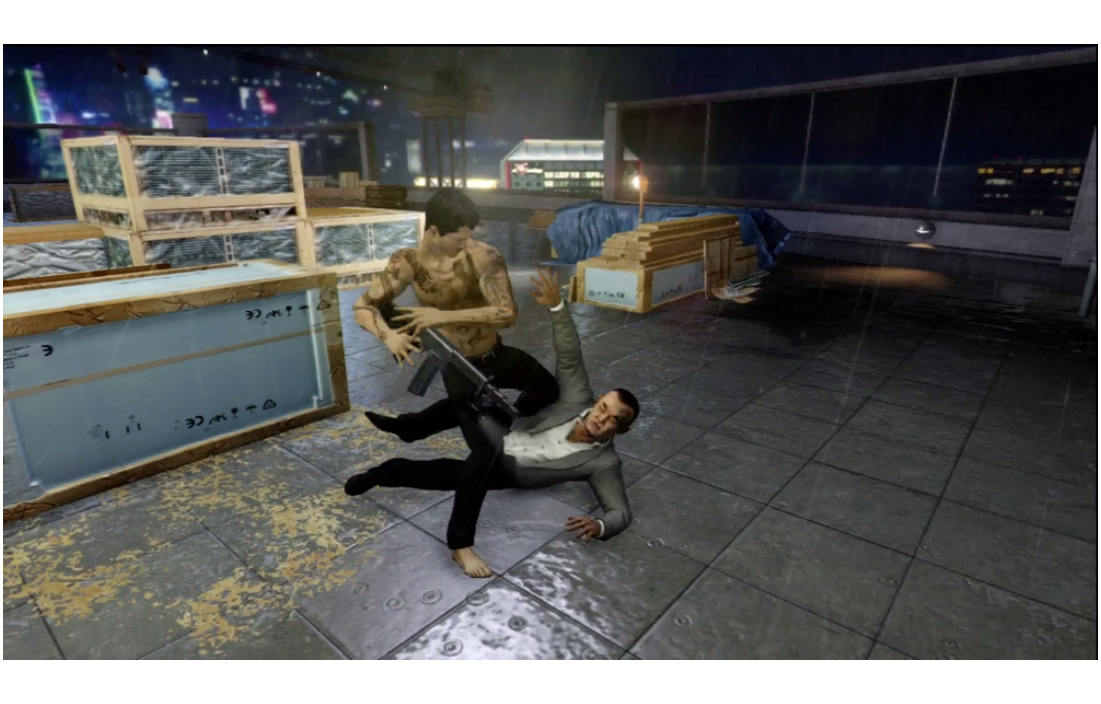


Once you climb to the roof, you encounter another Triad member with his back turned to you. Throw him into the nearby power switch.

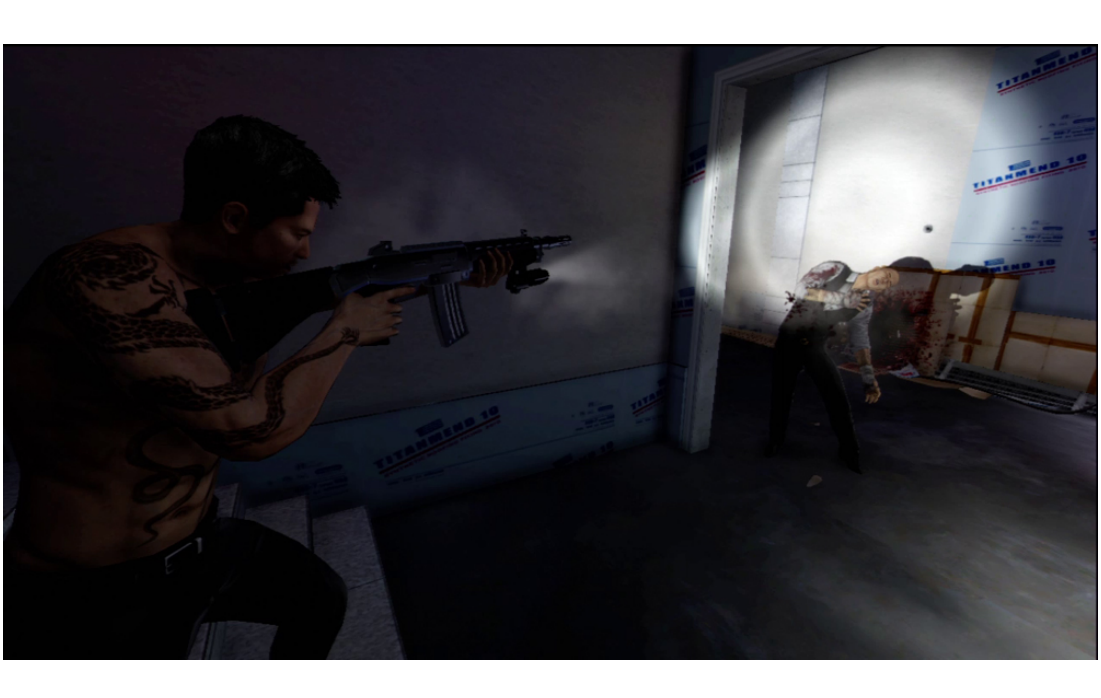


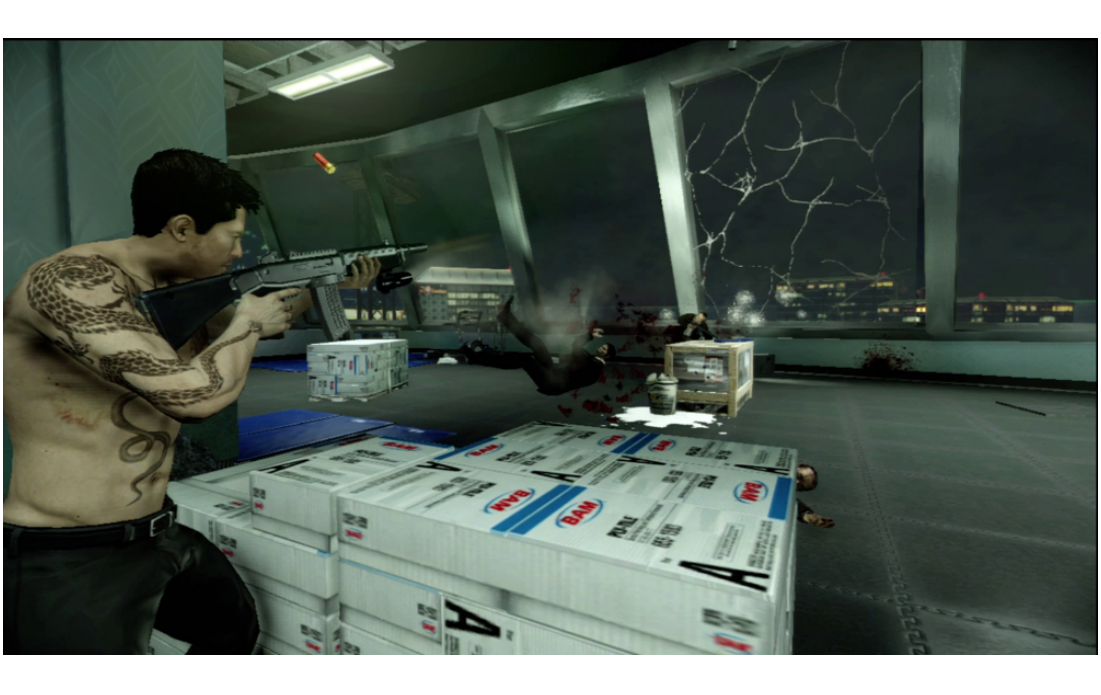


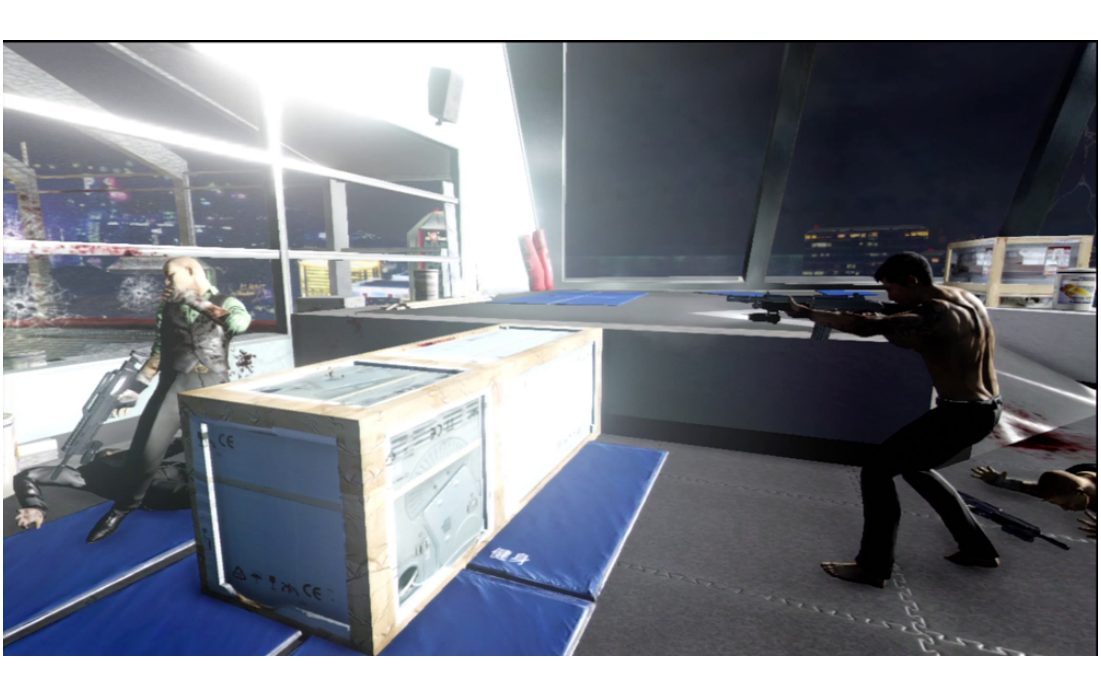
Another four gangsters are on the roof a little distance away from the first.



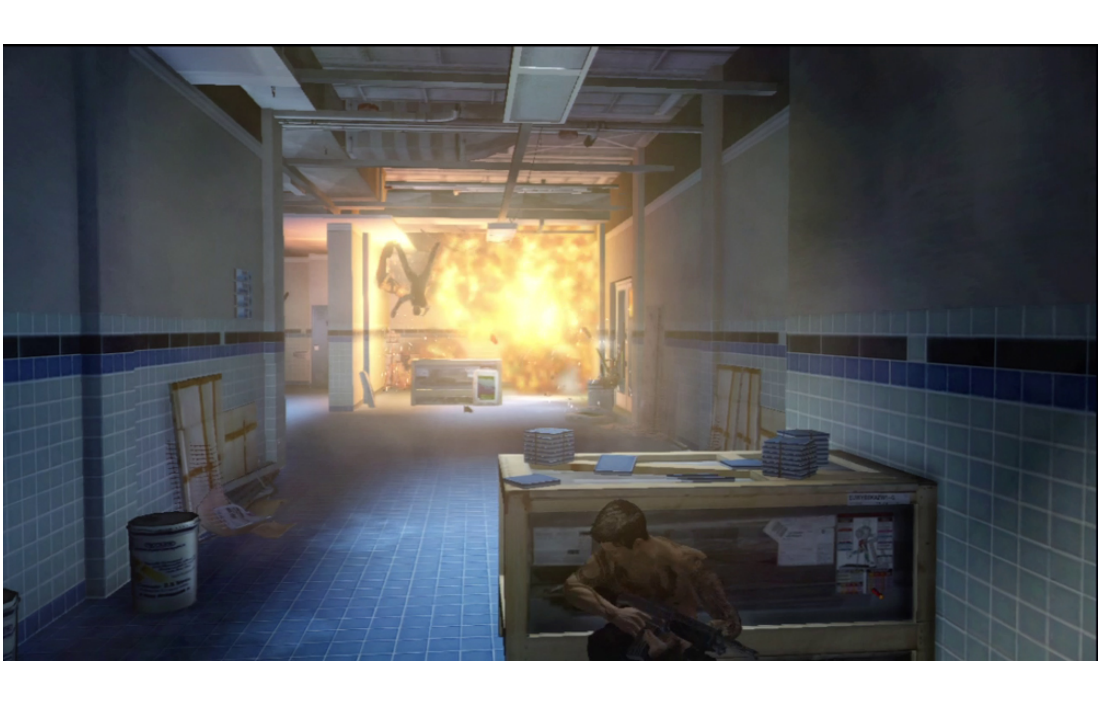
Eventually, a gangster arrives on the roof, armed with an auto-shotgun, and Wei takes cover behind some crates. Action Vault over to him to take the weapon for yourself. It's not quite Christmas, but it is an auto-shotgun. Payback is about to get excessively violent.



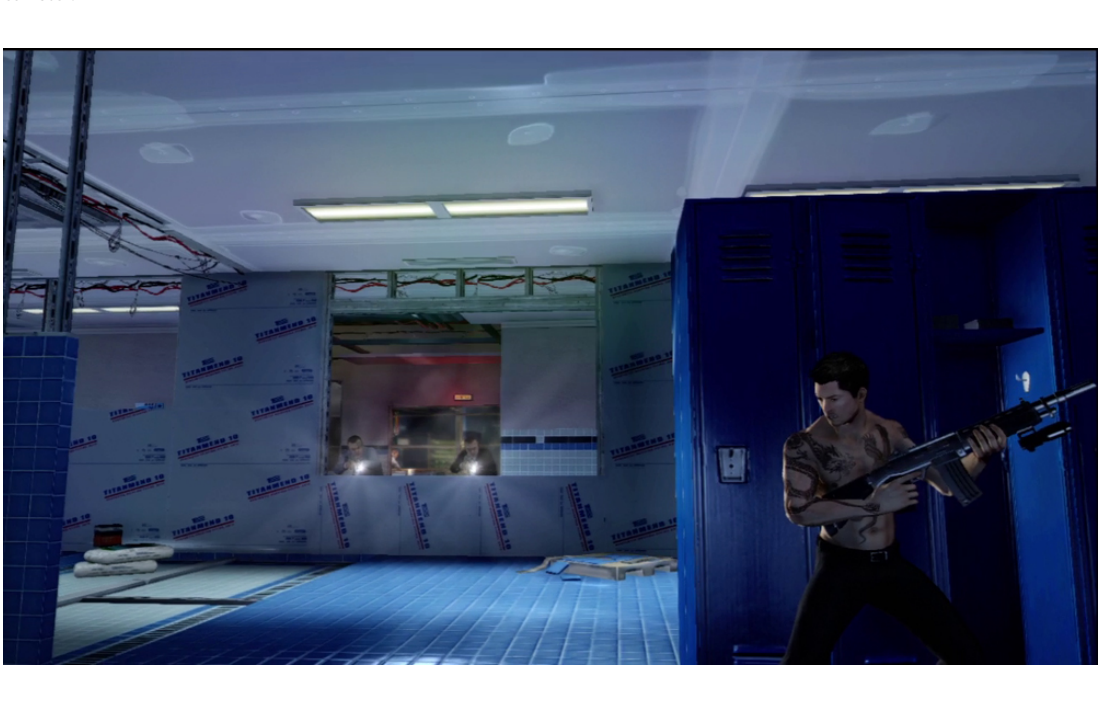




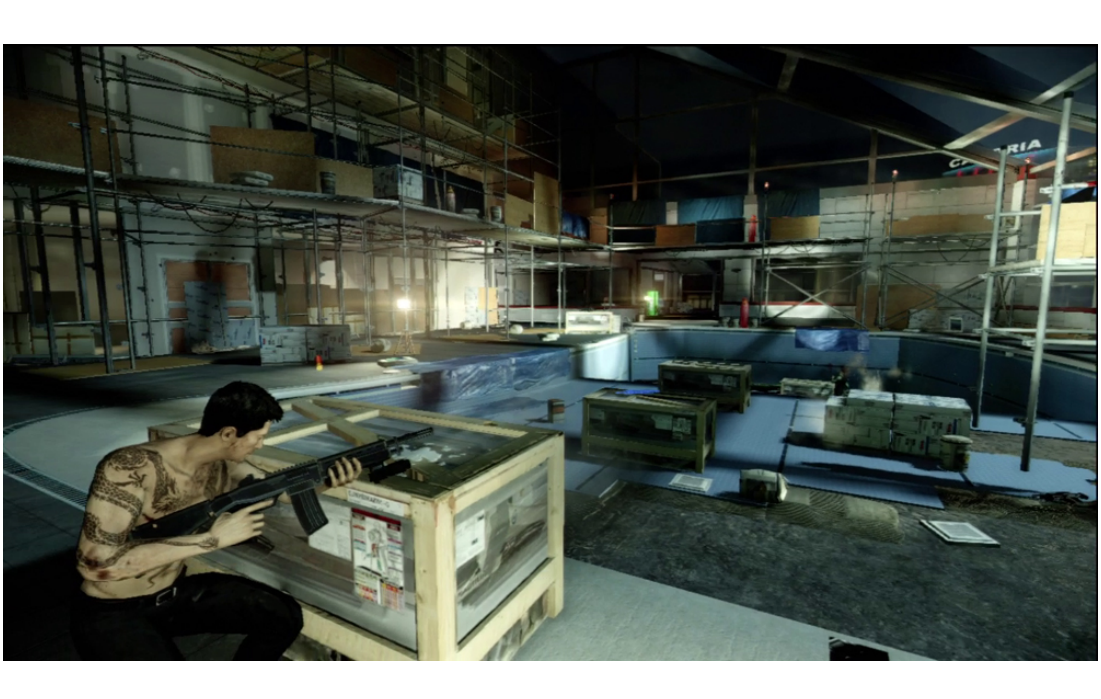
Work your way downstairs, killing anyone in your path. There are five gunmen waiting for you just as you leave the stairwell, with another half dozen farther into the area. The lightning flashes from the rainstorm, coupled with the flashlights mounted on many of the guns, can make finding targets tough and make getting flanked much easier. Keep an eye on your mini-map to make sure you haven't let anyone past you.

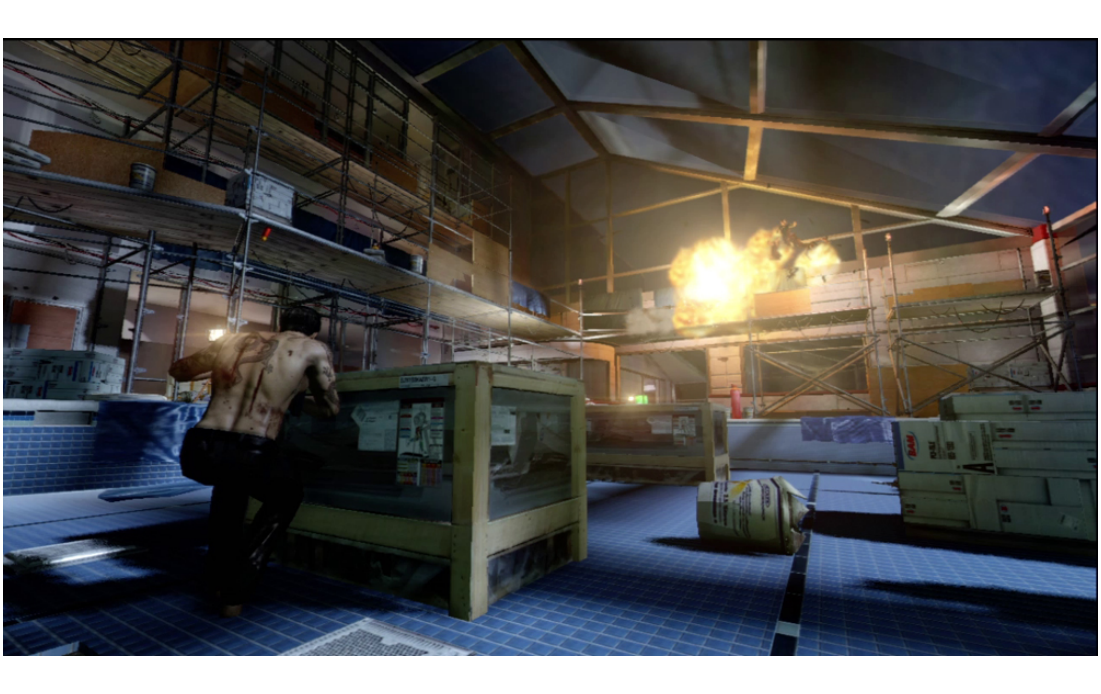


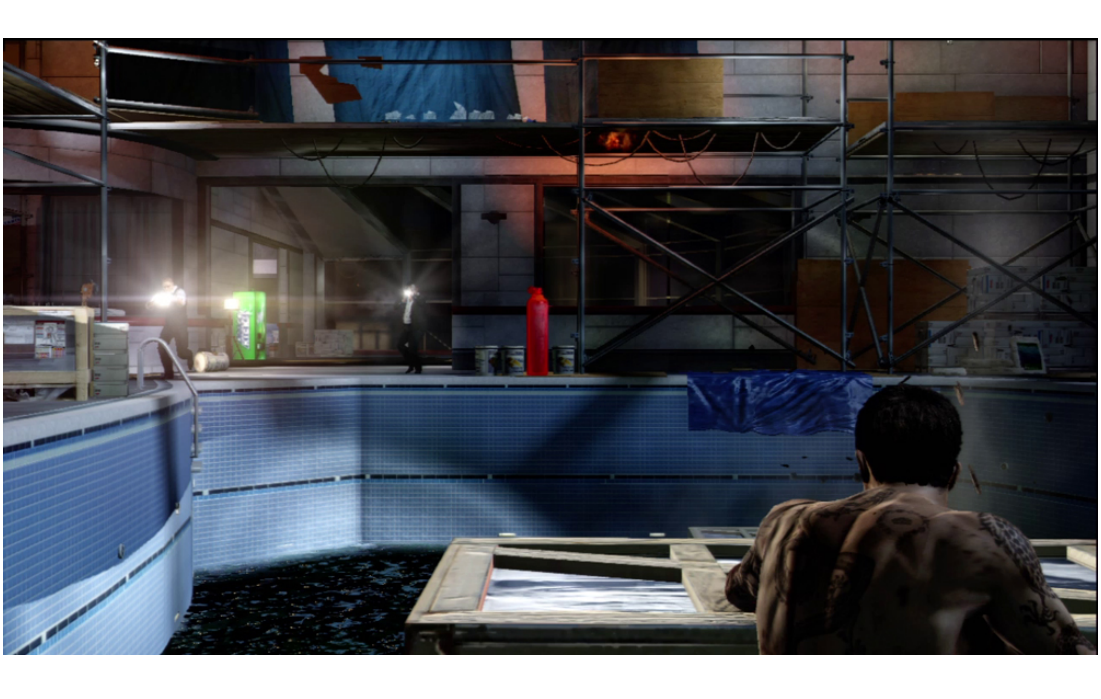
In the hall after the first group of gunmen, you find these poor guys who have decided to post themselves close to an explosive canister.



Just past them is another large team of Triad enemies, all of whom have you sighted as soon as you round the corner. If you haven't yet, switch to an assault rifle for the next fight.



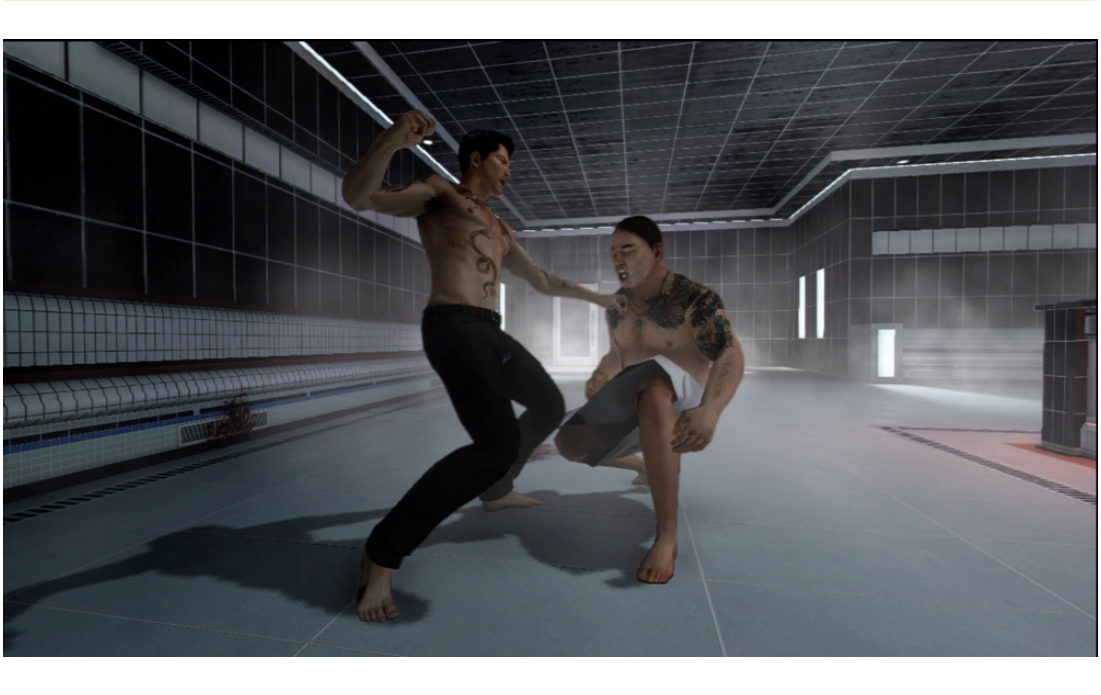


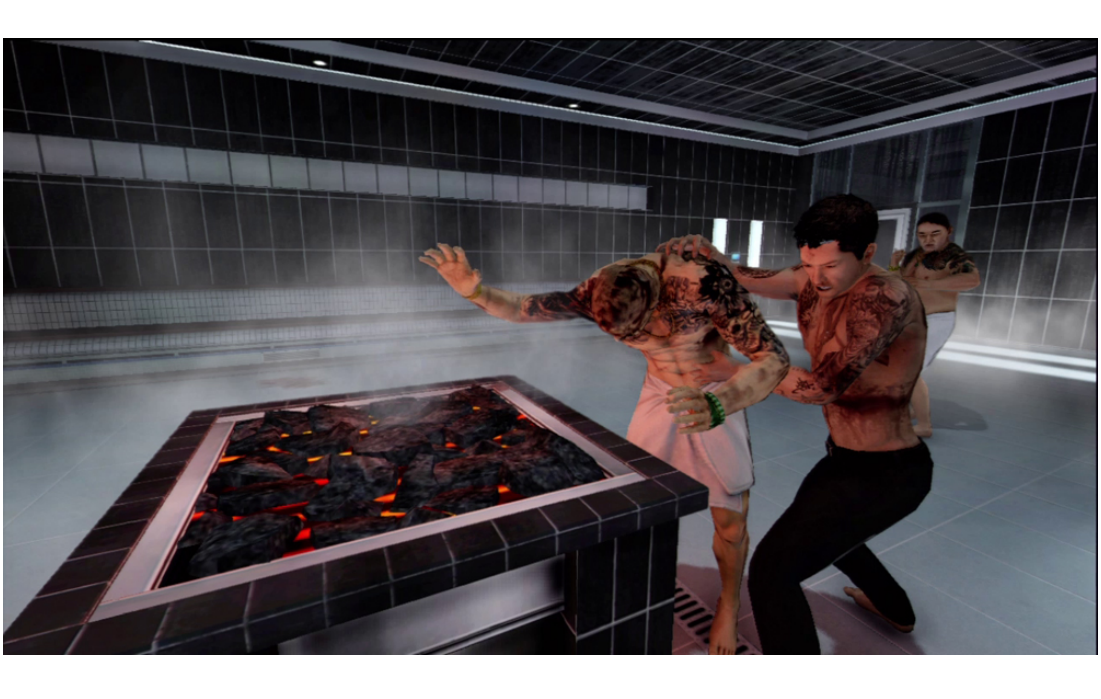


The next room contains a still-under-construction swimming pool and plenty of scaffolding where the enemy likes to set up to snipe at Wei. There also happens to be a large number of gas canisters you can use to wipe out groups of enemies. This is why you want that assault rifle. Don't advance too far forward until you are certain that you eliminated every last mook. It's easy to get blindsided by a new wave of bad guys approaching from the ground floor if you're too hasty.

Tip

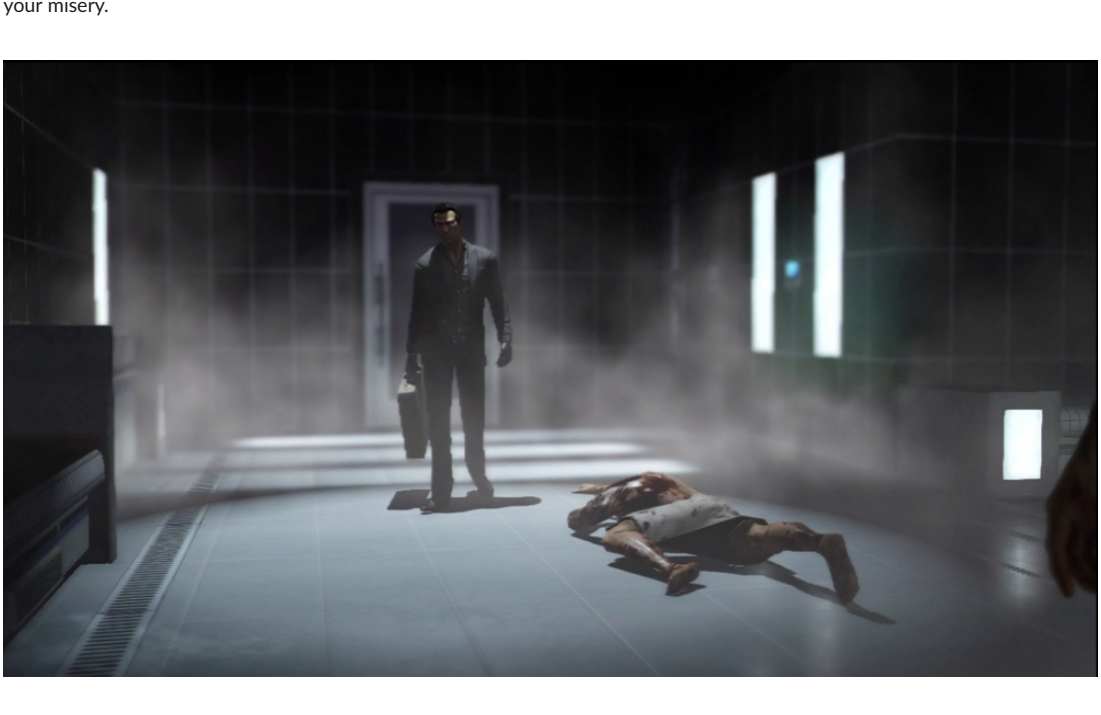
If the worklights mounted throughout the area are proving to be a big nuisance, you can shoot the lights to clear up your vision a little bit.

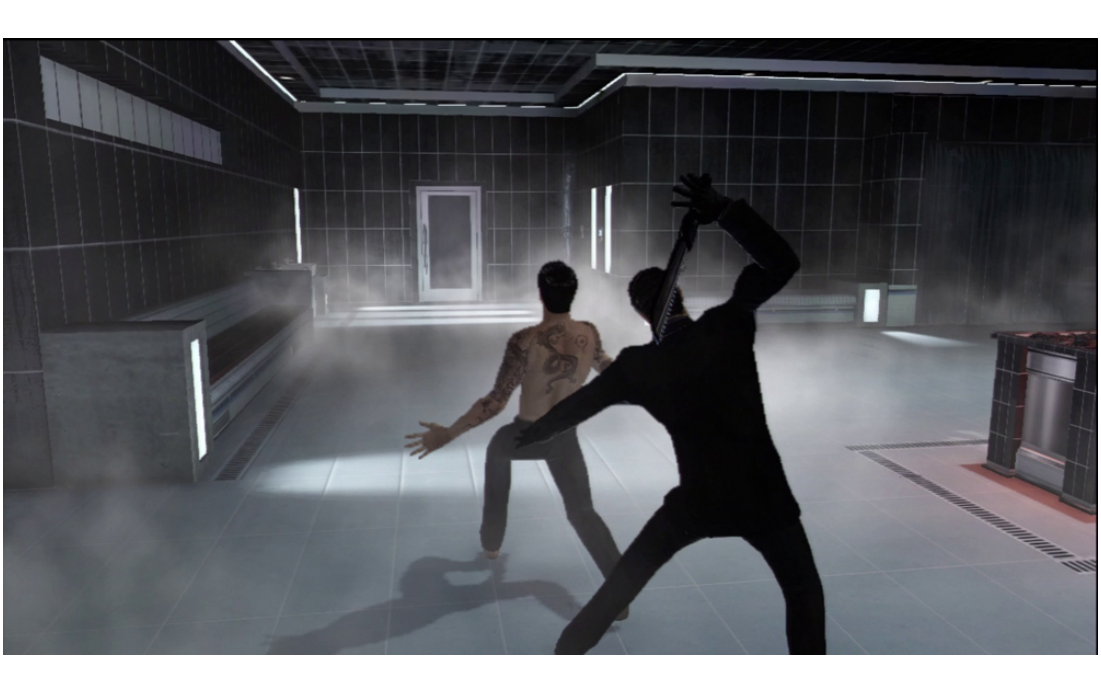




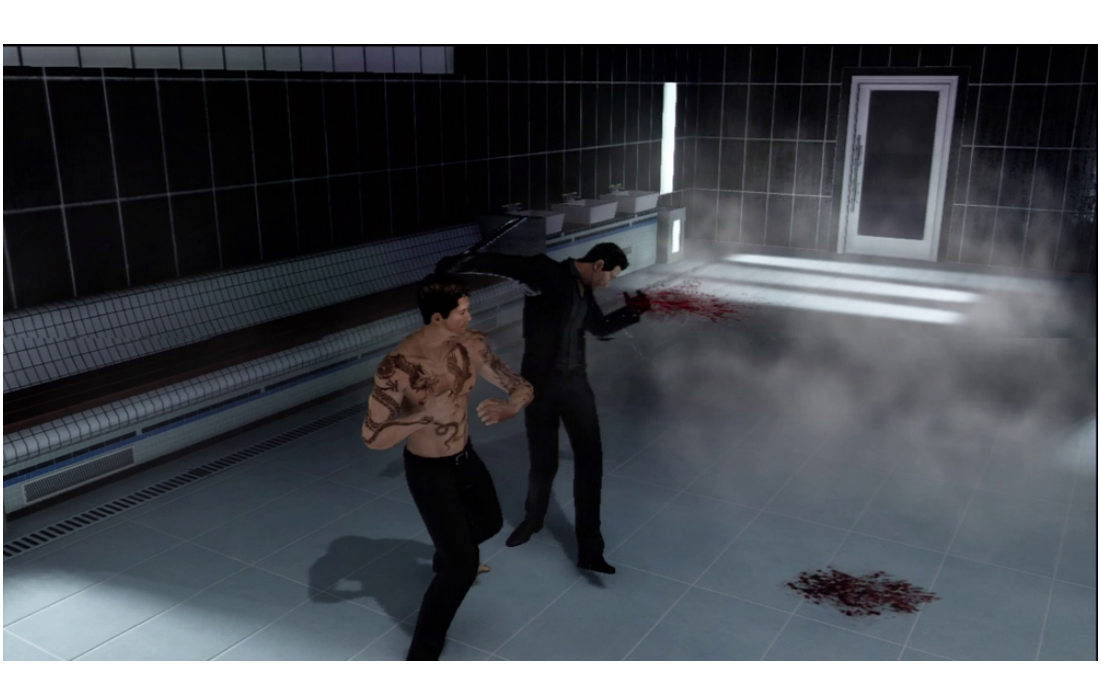
Once you beat this fairly extensive ambush, you're in the final stretch. Wei enters a steam bath, only to be surprised by a Triad enforcer, who quickly disarms Wei.

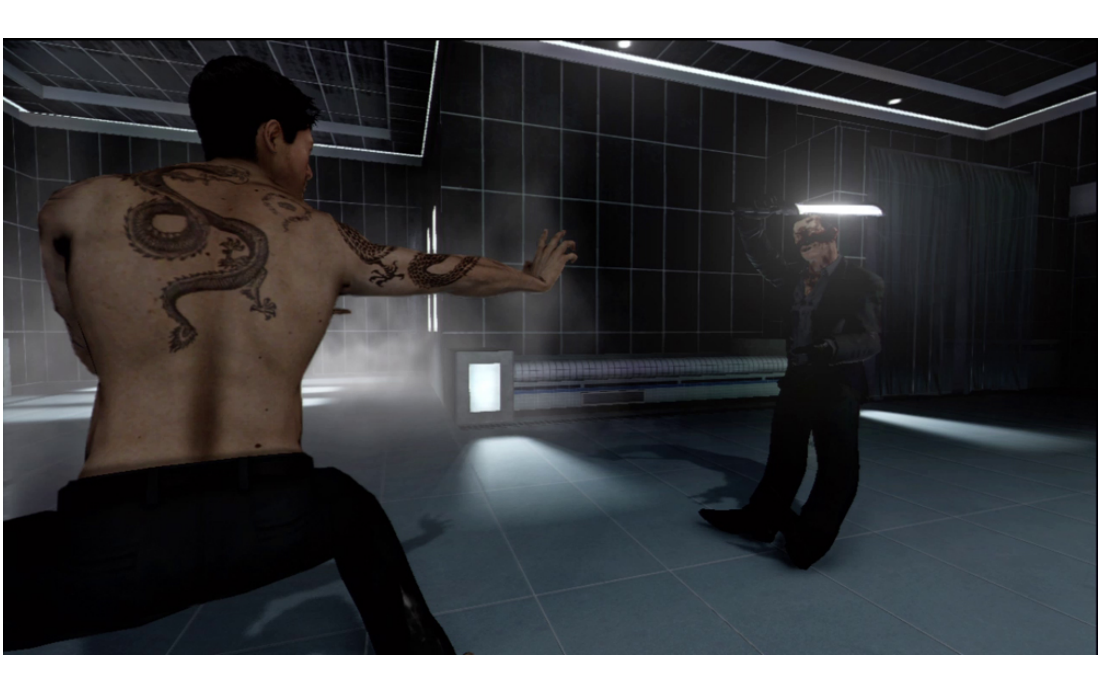
It's two on one: a Grappler and a Brawler versus you. They've got a little more health than the average thug, but they follow the same basic rules that other thugs of their type follow. Take advantage of their individual class weaknesses and put them out of your misery.



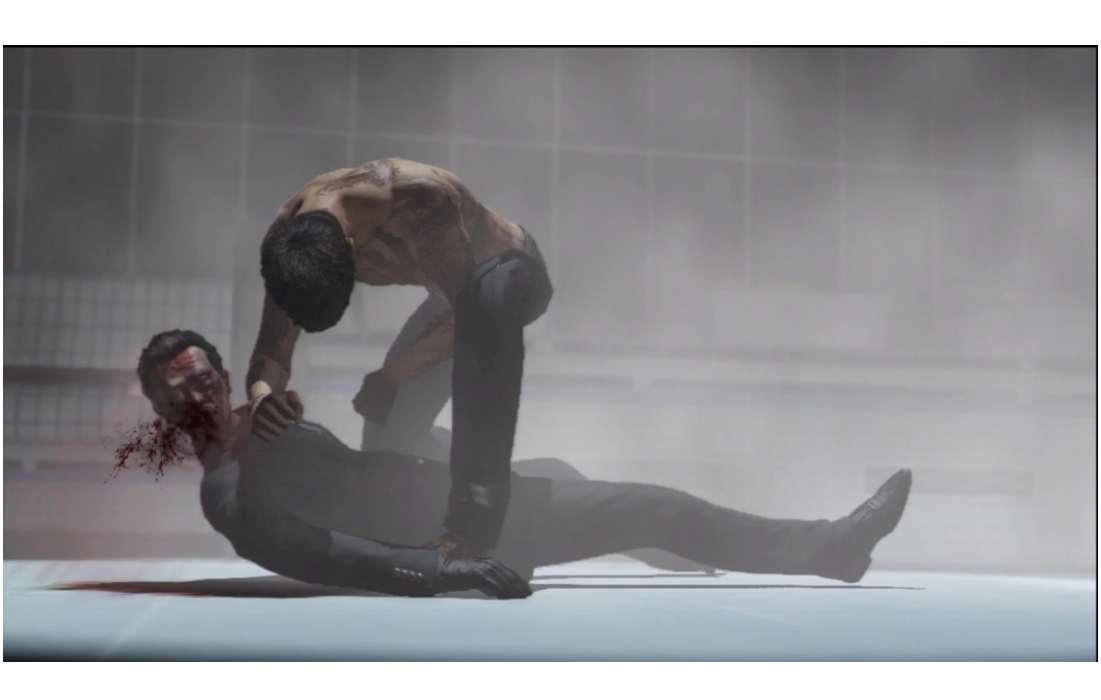


Mr. Tong enters the room, unimpressed by your desperate struggle, and he pulls a mean-looking polished butcher knife from his suitcase. As an opponent, Tong is similar to other enemies who have wielded blades. Grappling him is out of the question, and he'll make you pay for even trying. What makes Tong especially dangerous is how skilled he is with that knife. If he lands one cut, he will probably land a few more, tearing out huge chunks of life with every slash. You'll have to be aggressive, but not so much that you're unable to Counter his slashes at a moment's notice.

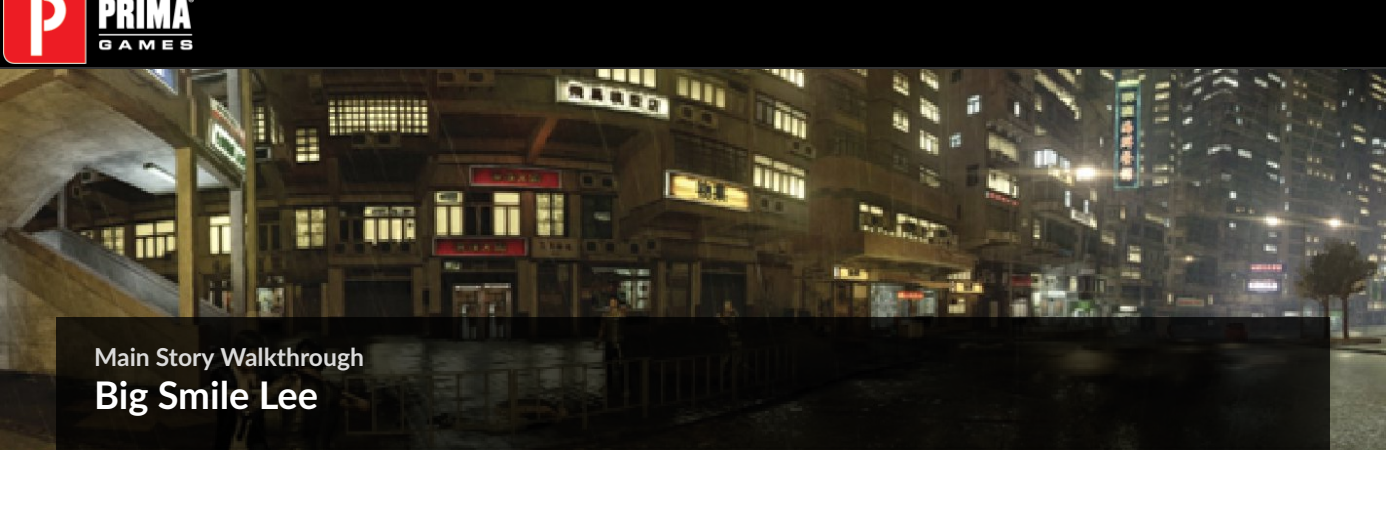




QTEs crop up during the fight, giving you a chance to cut short his offense and knock him to the ground. Throw in a kick to his body while he's lying down to get that extra bit of damage. So long as you show a bit of patience and fight safely, Tong's own aggressiveness will be his downfall.

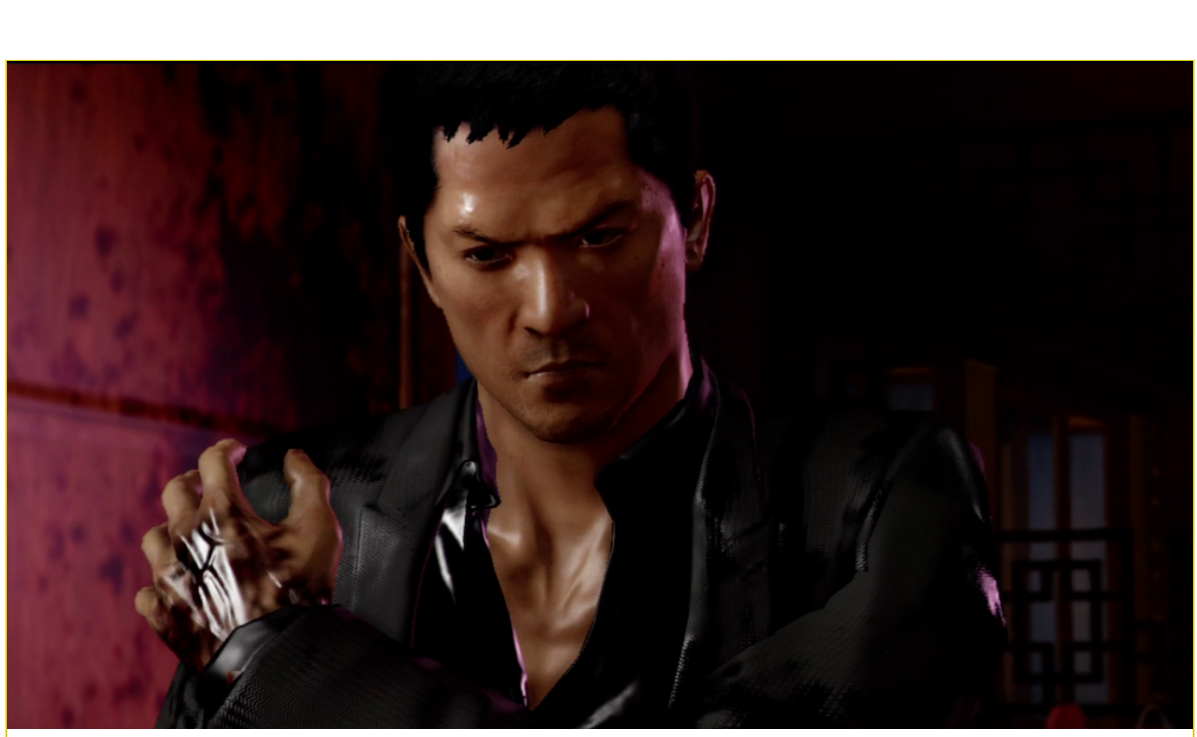


After Wei unloads bloody vengeance on Tong, he is utterly exhausted. Tong's smartphone rings with a message from Big Smile Lee: Broken Nose Jiang is next on the list after Wei. There's no time to relax. Wei needs to get to the election now.

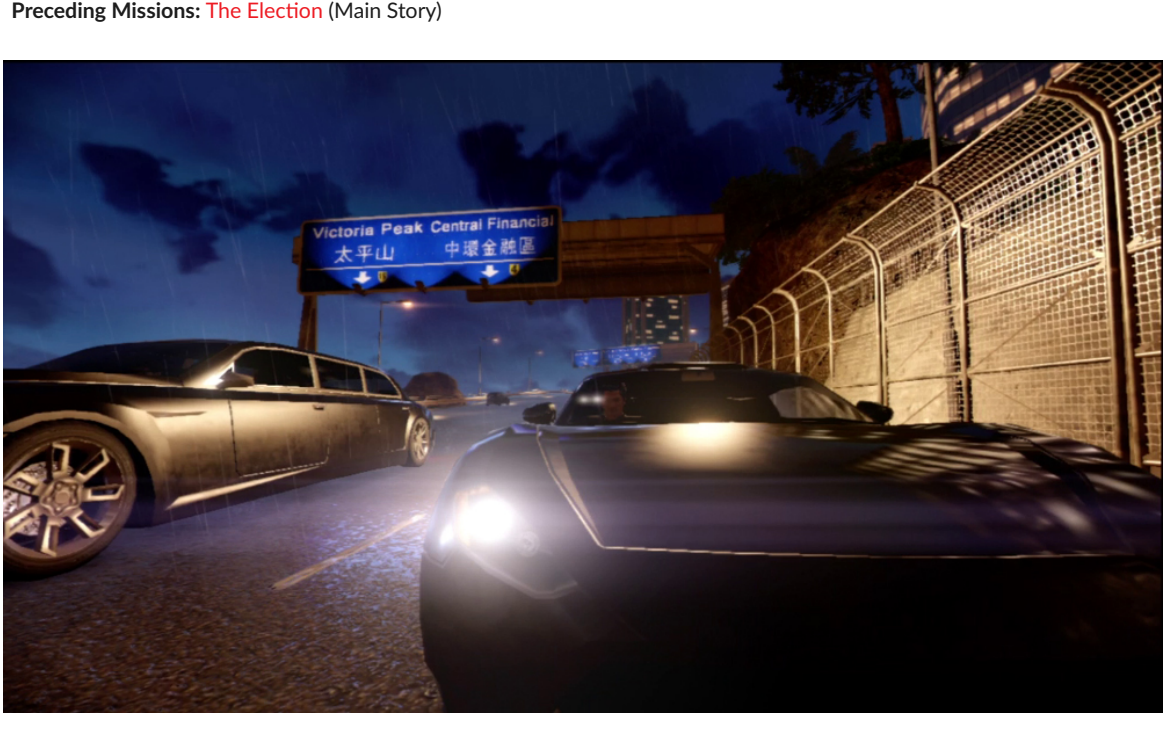


Main Story Walkthrough

Big Smile Lee

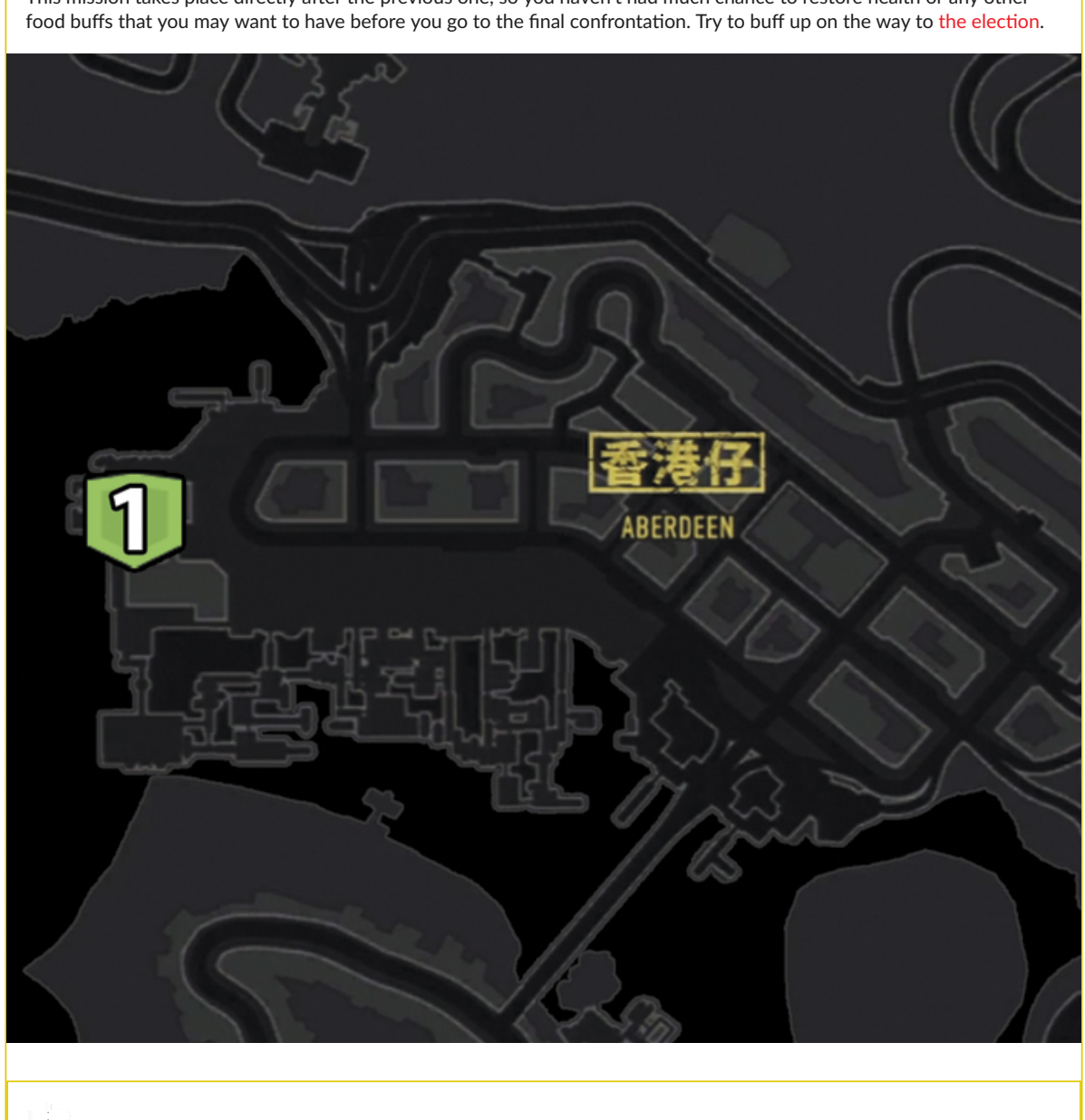


Preceding Missions: The Election (Main Story)



Wei must get to the election and deal with Big Smile Lee at all costs. There's the personal vendetta working into things, but there's also no telling how bad things will get in Hong Kong should Lee take control of the Sun On Yee.

This mission takes place directly after the previous one, so you haven't had much chance to restore health or any other food buffs that you may want to have before you go to the final confrontation. Try to buff up on the way to the election.



Click here for interactive maps

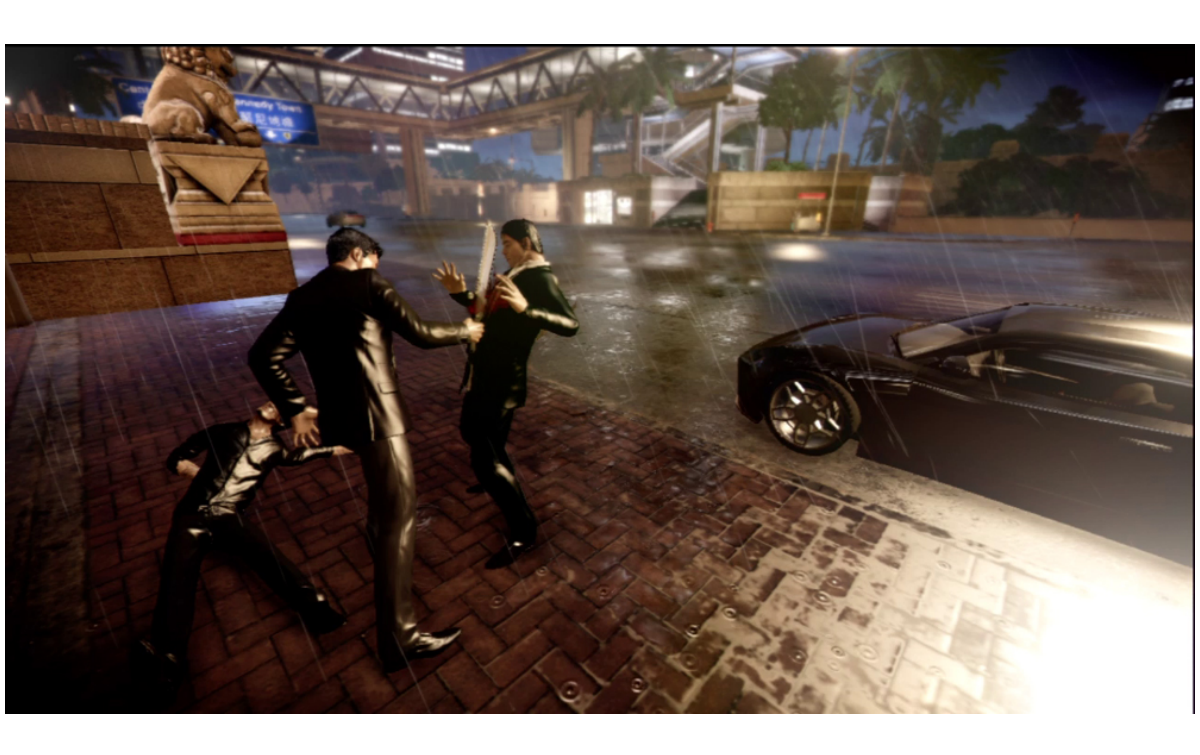
Mission Unlocks: None

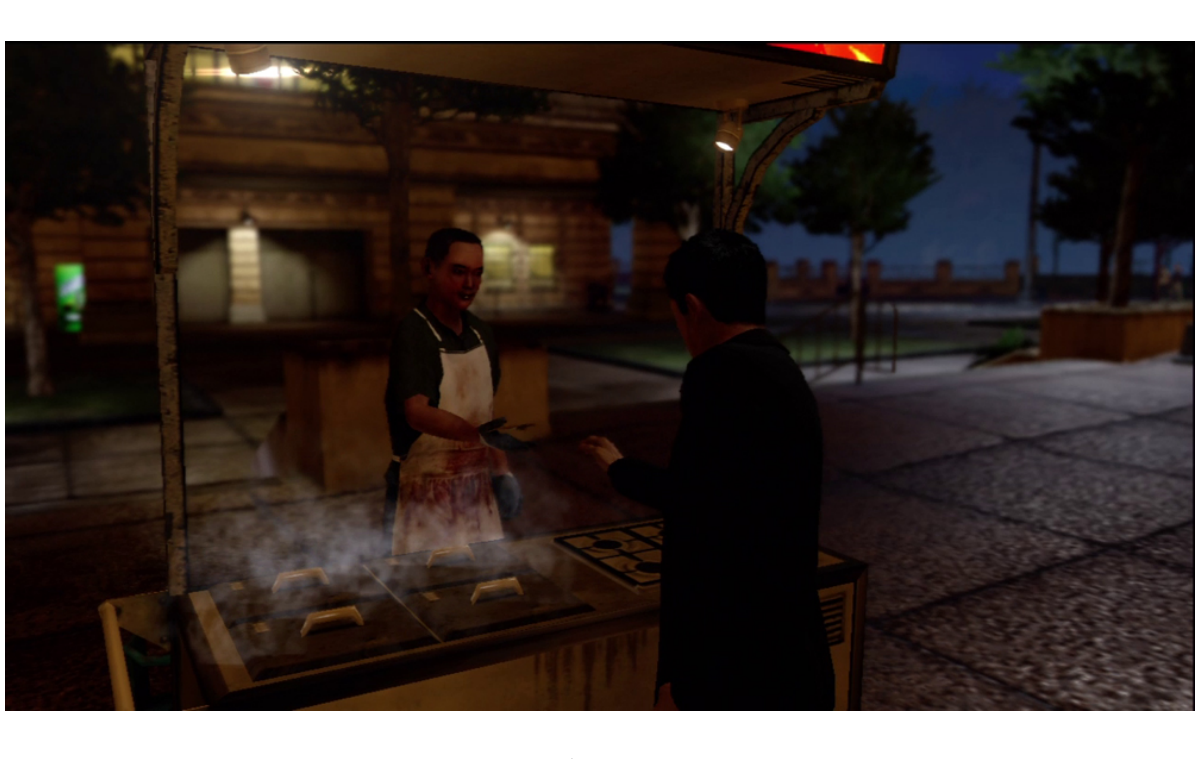
Job and Minigame Unlocks: None

Event Unlocks: None

Favor Unlocks: None

Rewards: HK $350000, HKPD IA Report: Supt. Thomas Pendrew, Plainclothes Cop Outfit

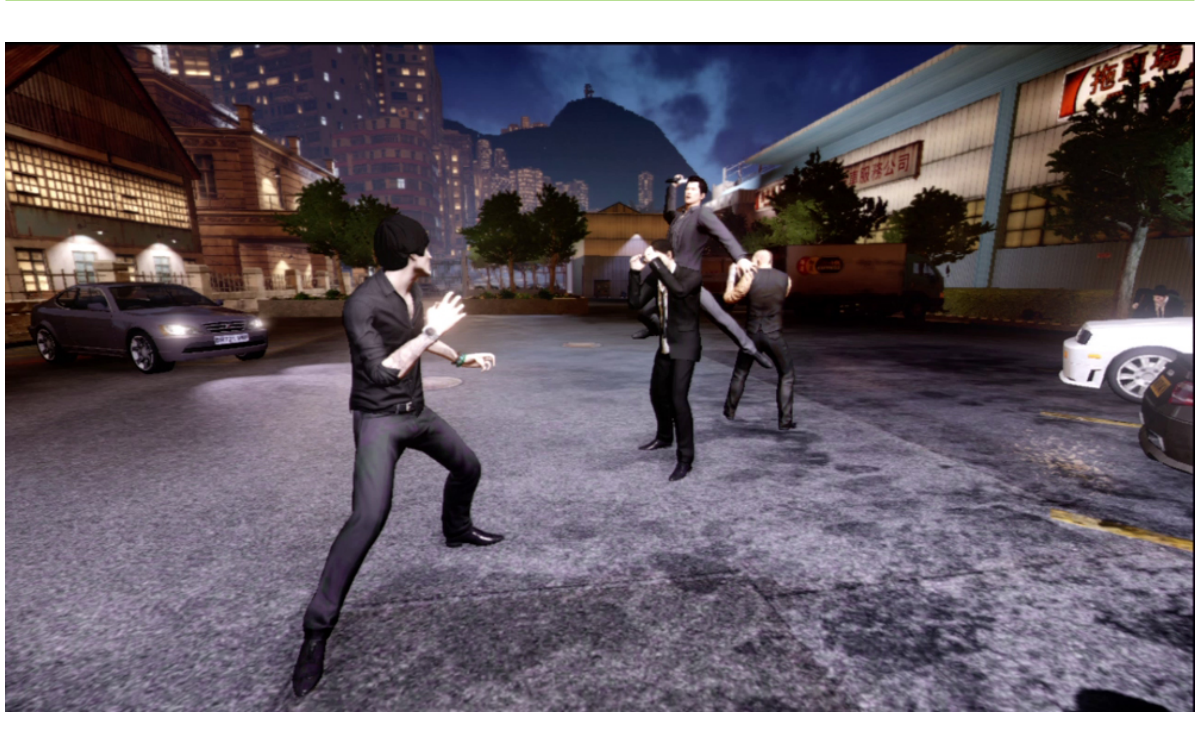


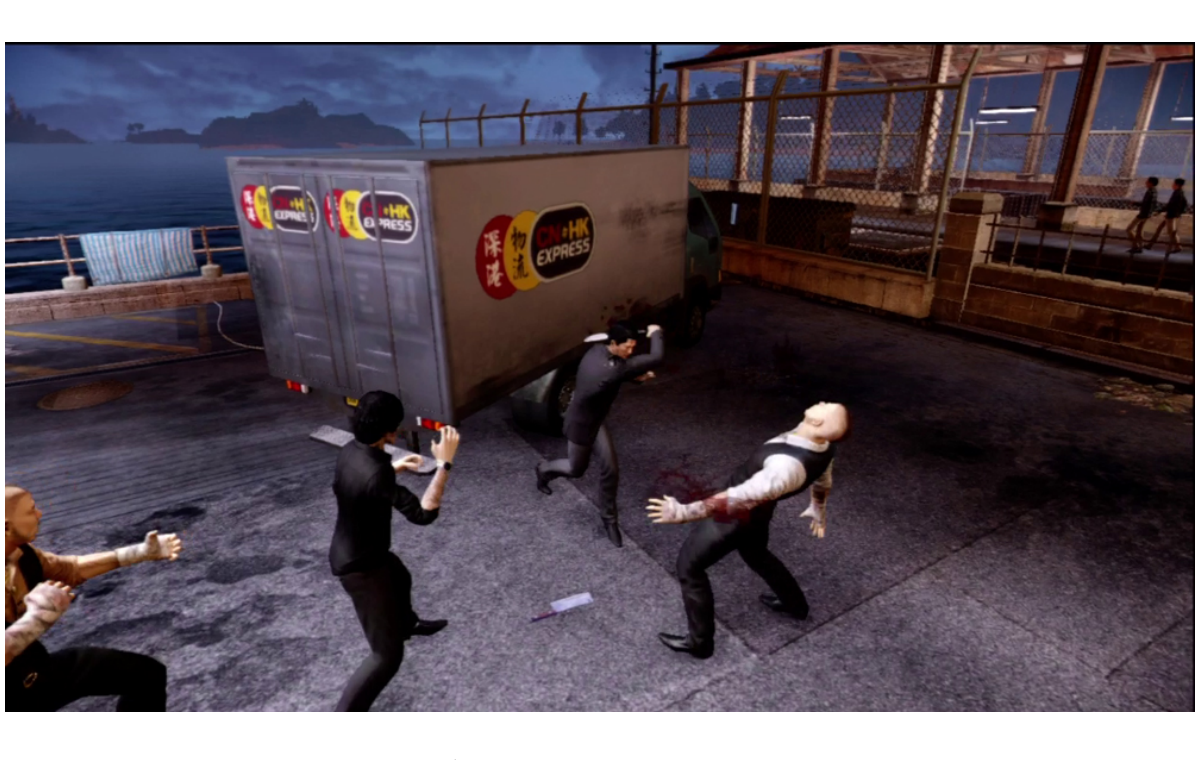


Mr. Tong left Wei a very sweet ride to take to the election. It's protected by a pair of stalwart thugs, but you also happen to have Tong's butcher knife with you. After chopping up the guards, climb in the car and get moving. The drive to the meeting location is long, giving a nearly delirious Wei plenty of time to listen to his inner demons come to the surface.

Tip

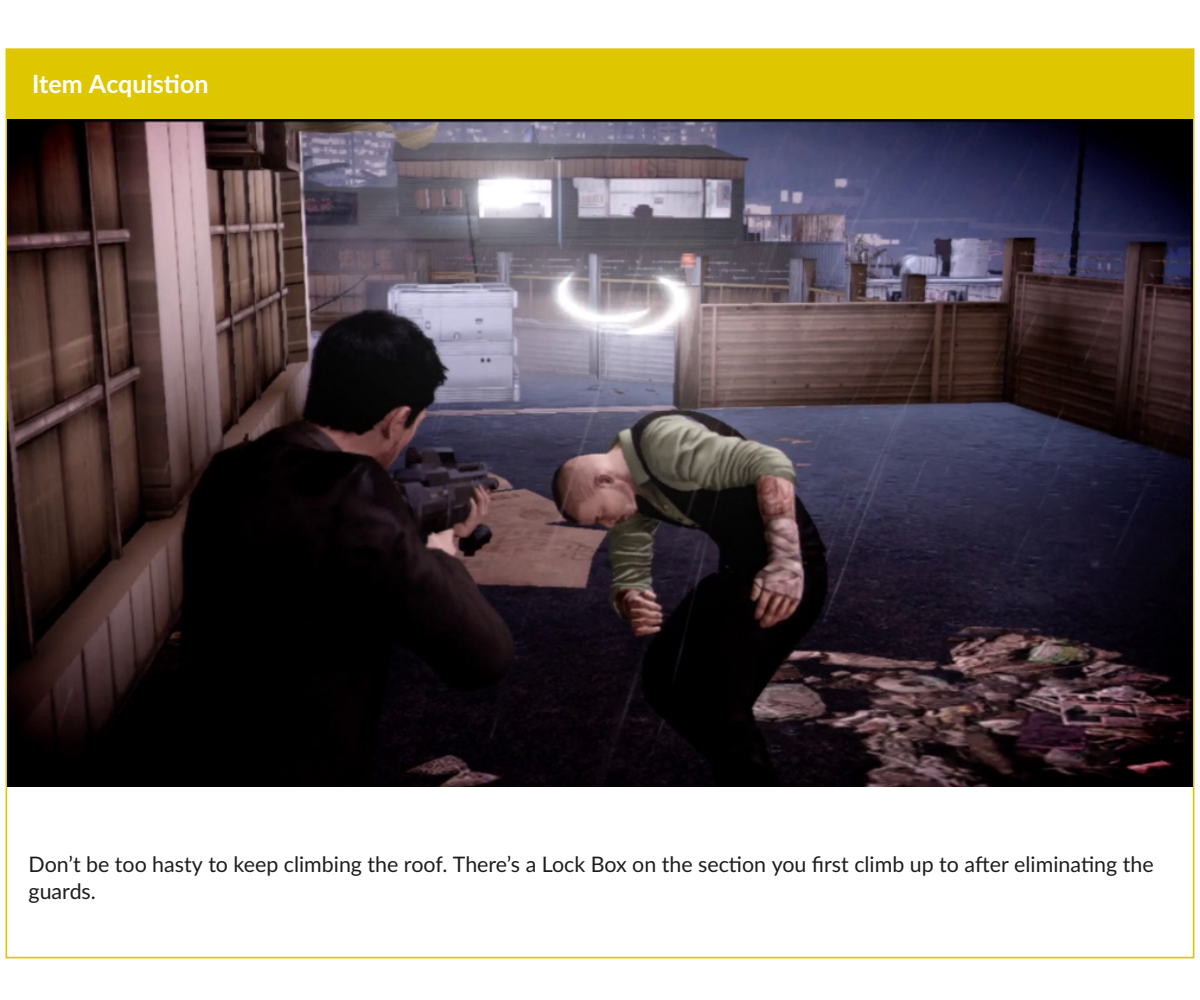
Once you get to the meeting site, you can find a food vendor and a soda machine right next to the compound. This is the last chance to prepare yourself, so take it!



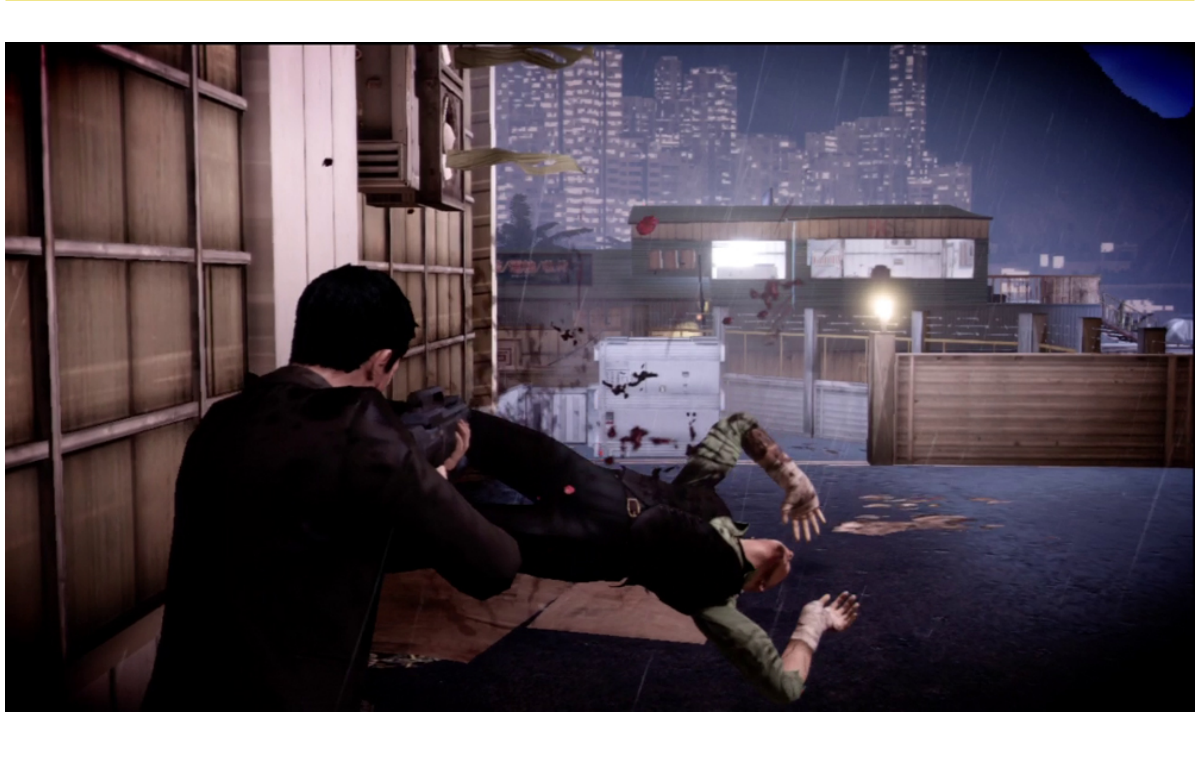


The entry gate for vehicles is firmly shut, so you'll have to take the side gate yourself to get inside the compound. You soon encounter some of Big Smile Lee's men moving some "product". Show off the nice blade you borrowed from Tong. There's six goons, but not one of them will last very long under repeated Strikes from the blade. With the first set of guards done, climb up to the roof of the compound.

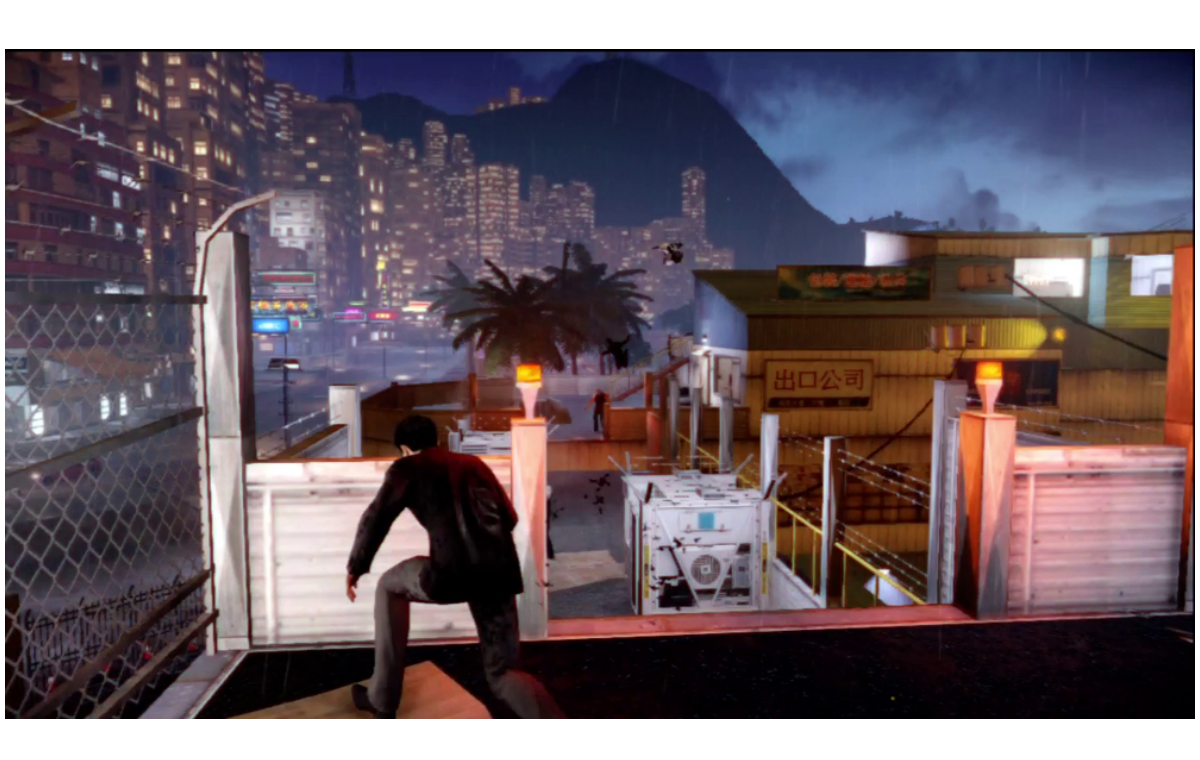
Item Acquistion

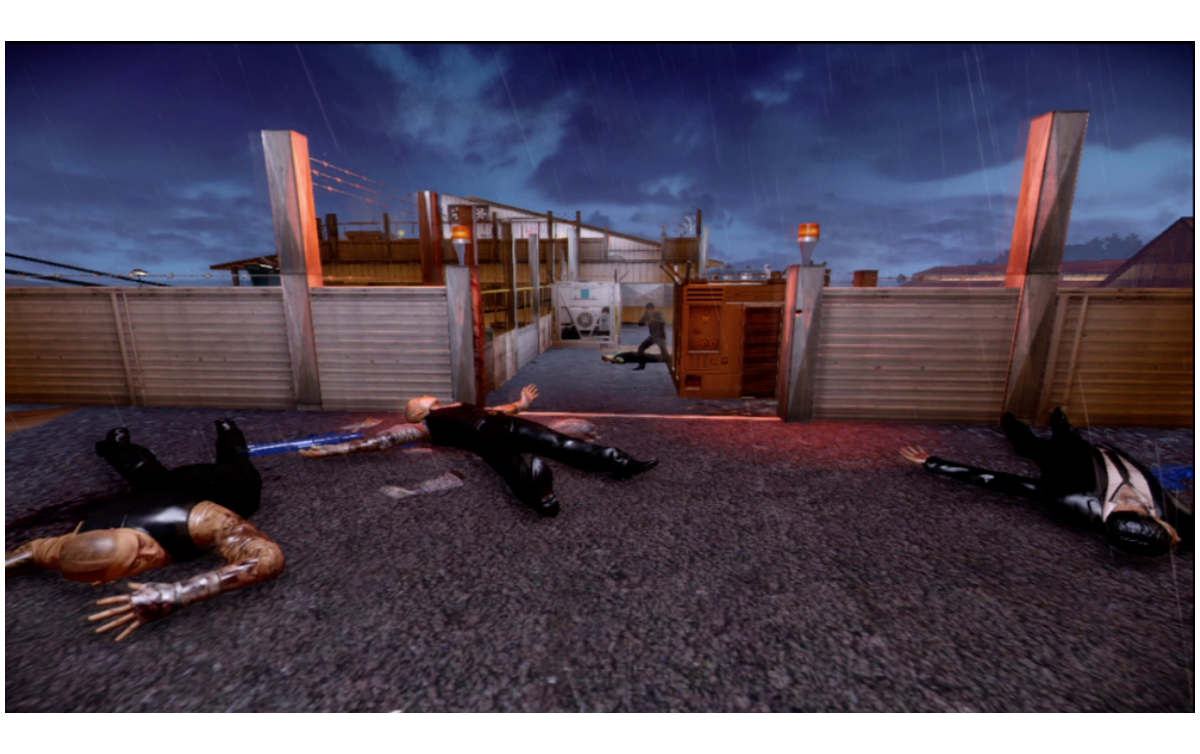


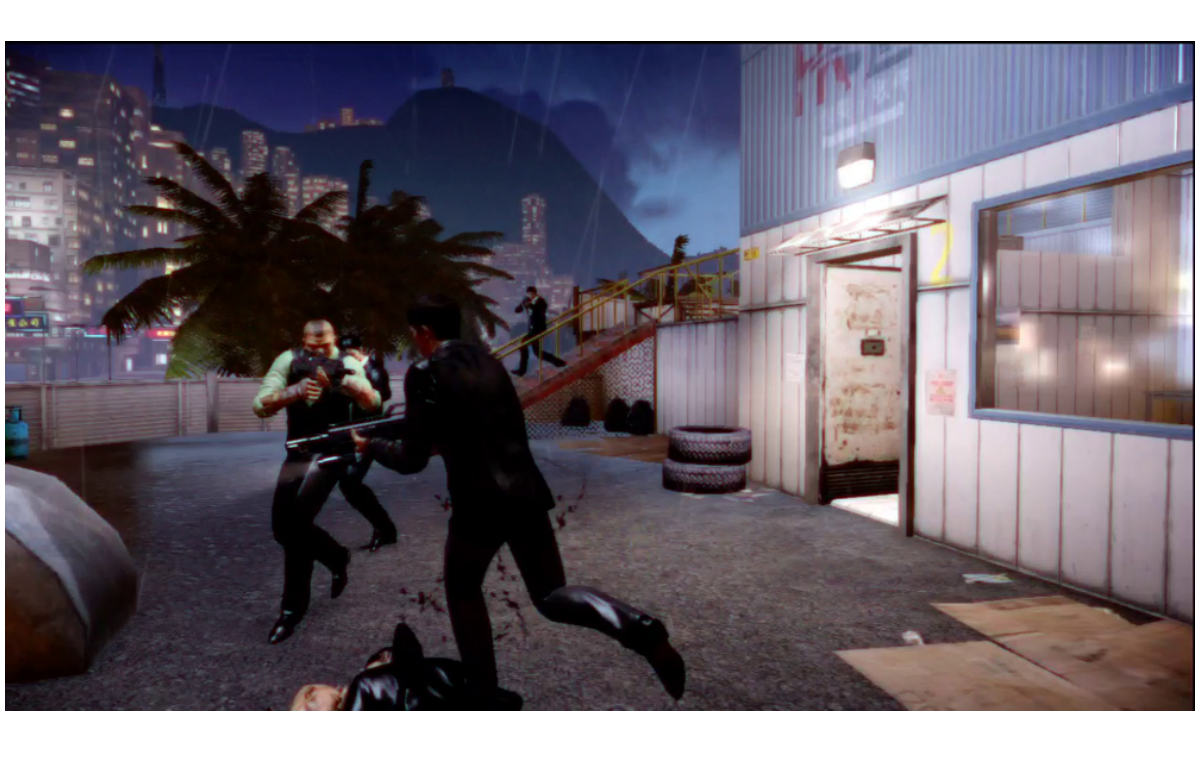
Don't be too hasty to keep climbing the roof. There's a Lock Box on the section you first climb up to after eliminating the guards.



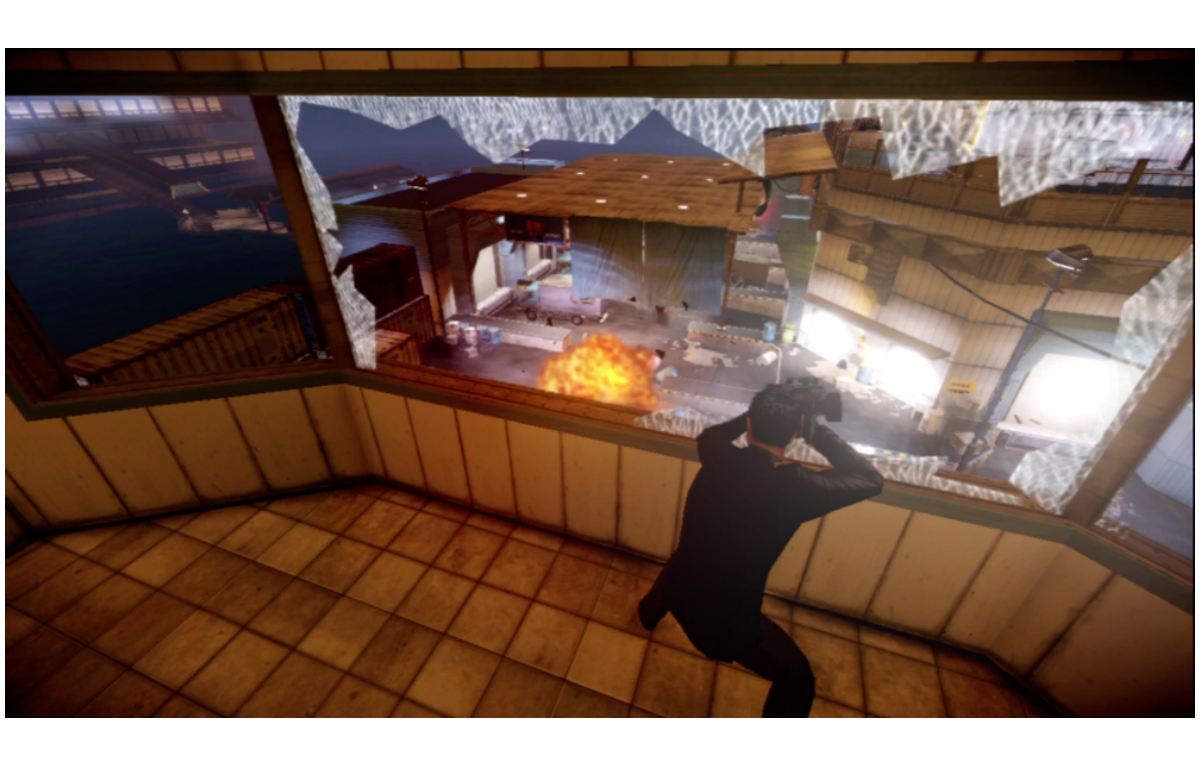
You eventually come across a guard carrying an assault rifle. Take the weapon and eliminate him.

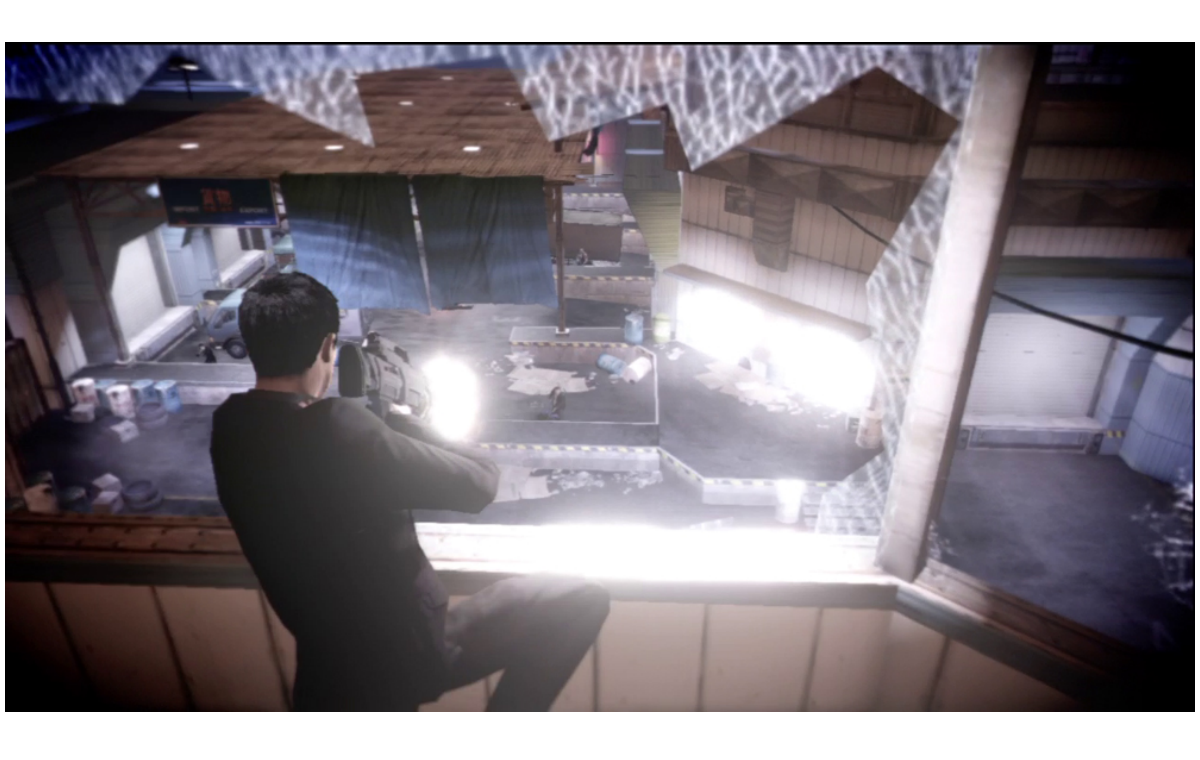




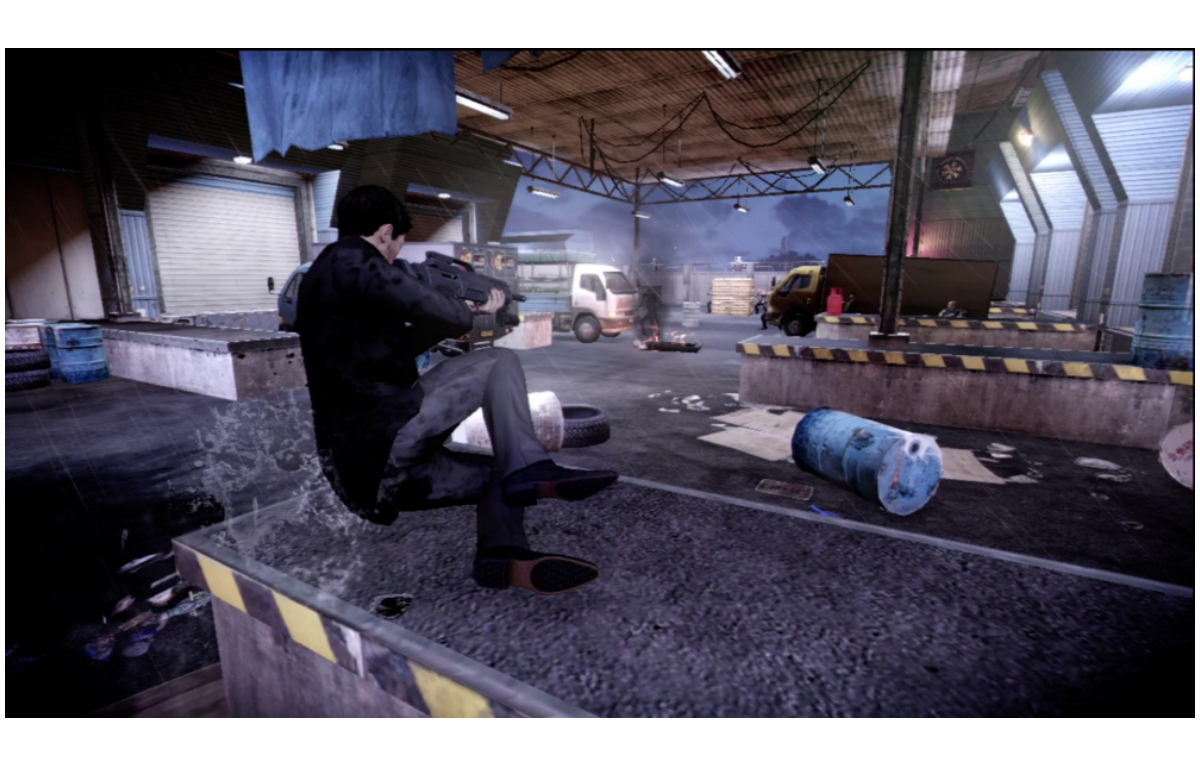


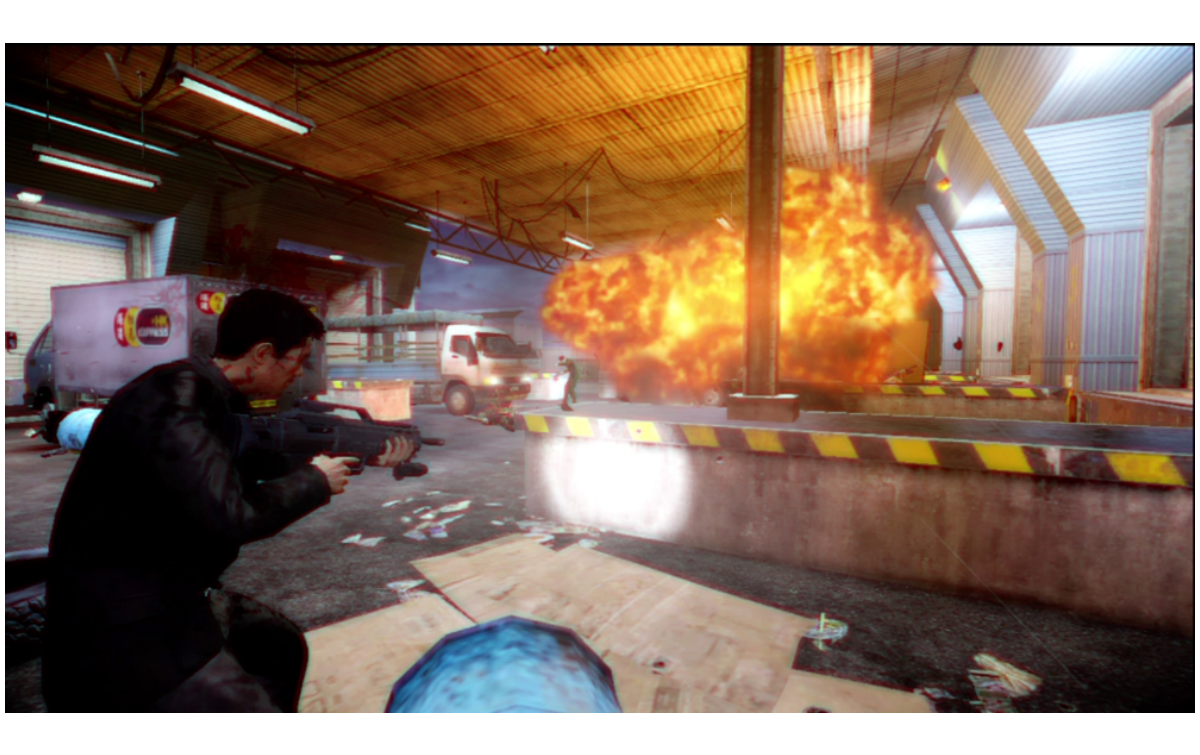
This triggers an alarm, and a number of assault rifle-armed gangsters pour out on the next section of the roof. Mow them down before you try to cross the bridge to their part of the rooftops, otherwise you'll have to deal with them and another larger contingent of guards that appear when you arrive on the bridge. This can be a difficult fight simply because of how quickly assault rifles can drain Wei's health. There's no shame in sitting back behind cover to play it safe.

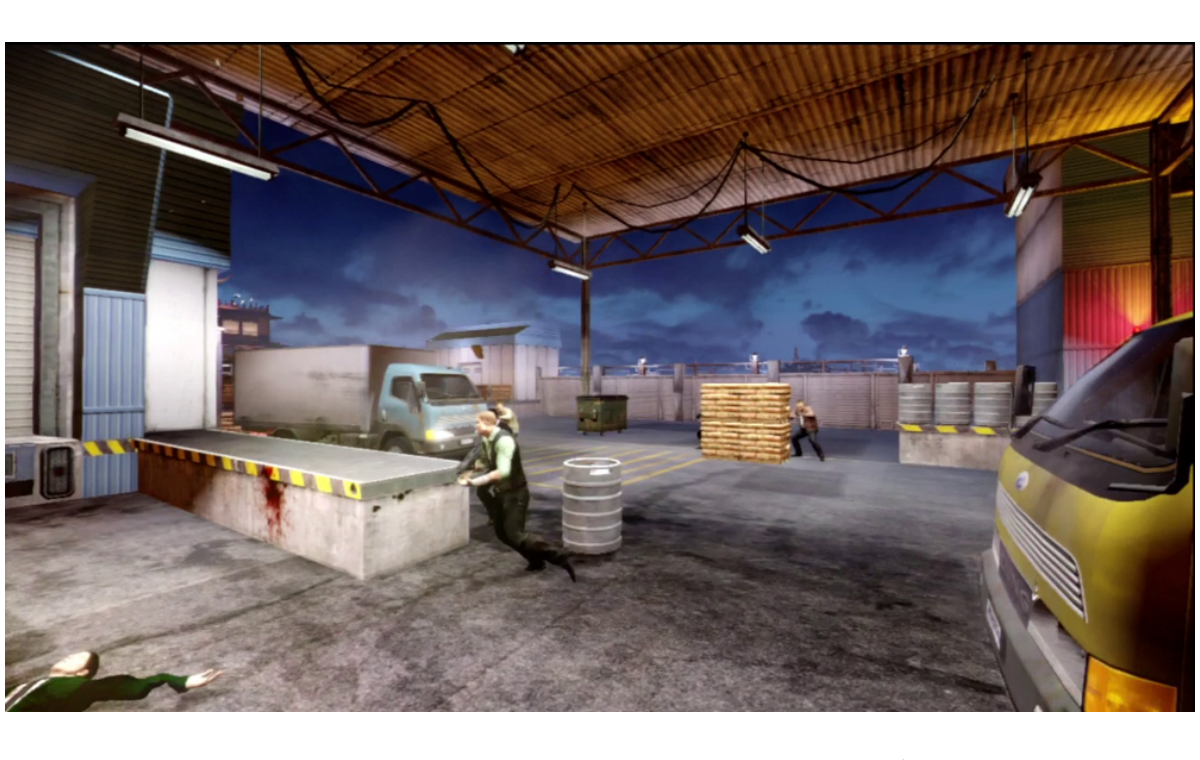




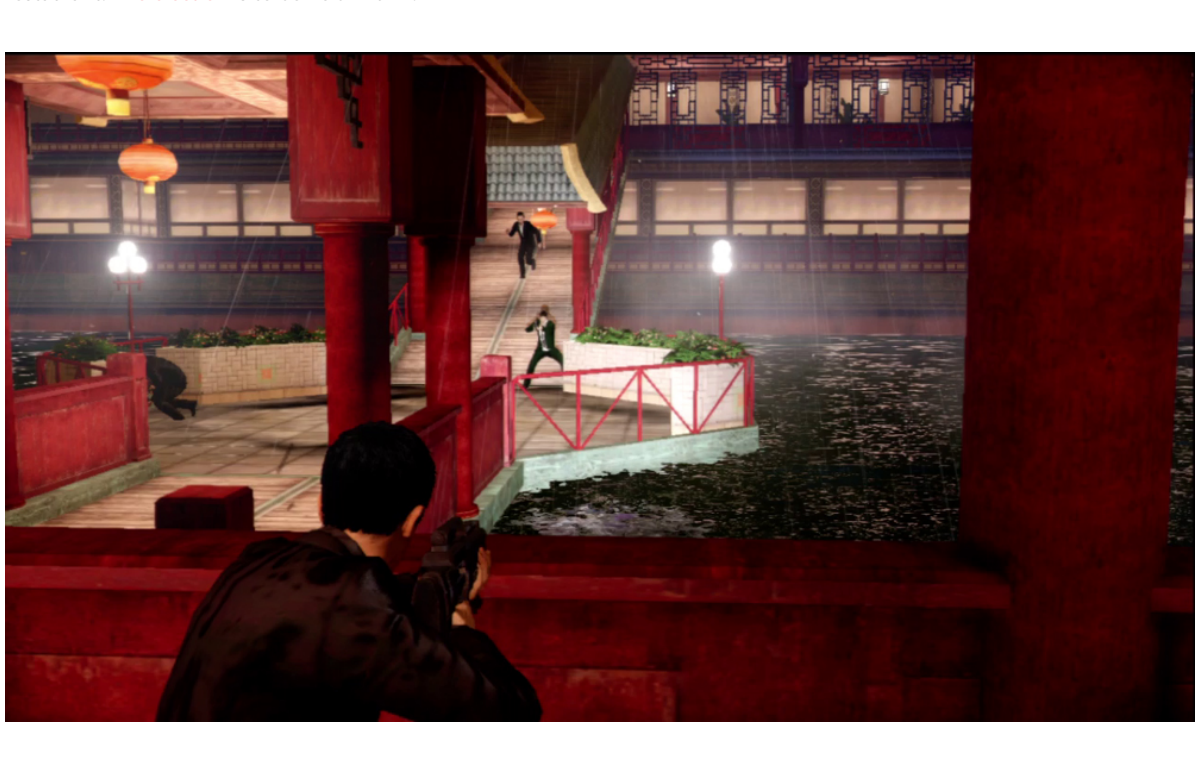
Climb up the stairs to reach the control room. Guards far below start firing up at you through the glass. Vault out of the room and use the bullet time to aim at the explosive canisters and enemies on your way down, or snipe them from your relatively safe perch and then dive out of the window.

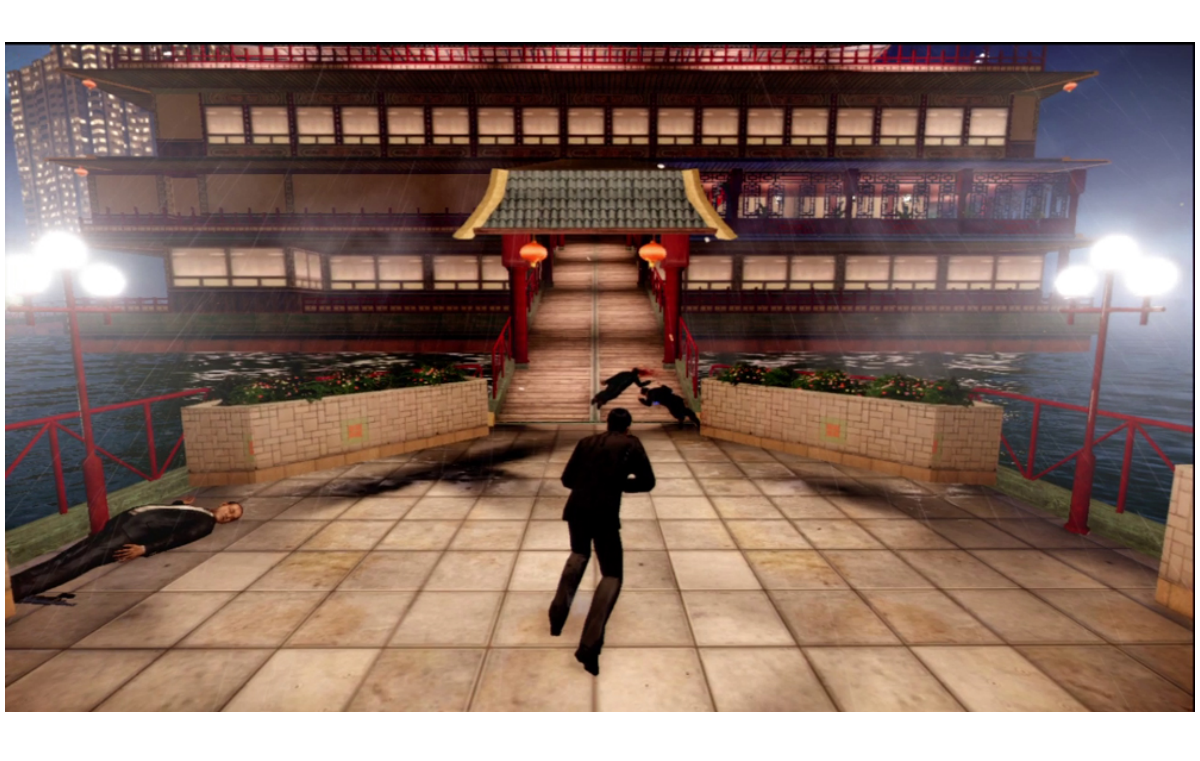




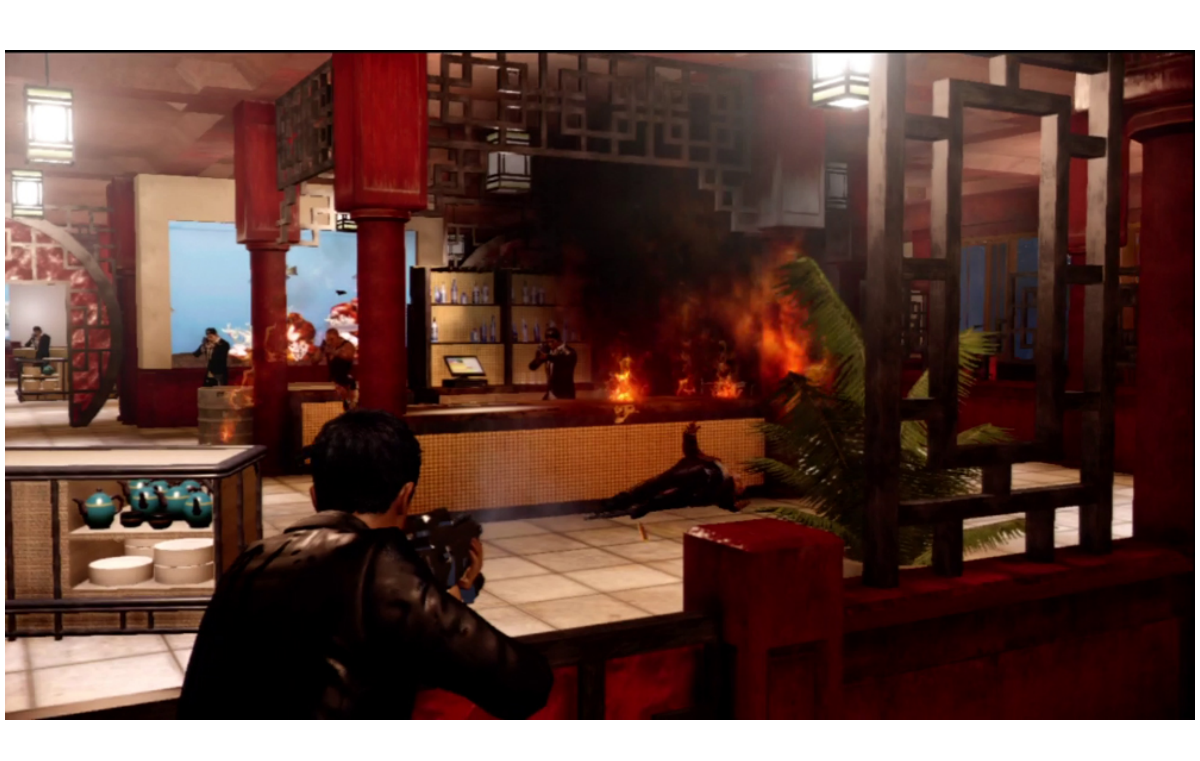


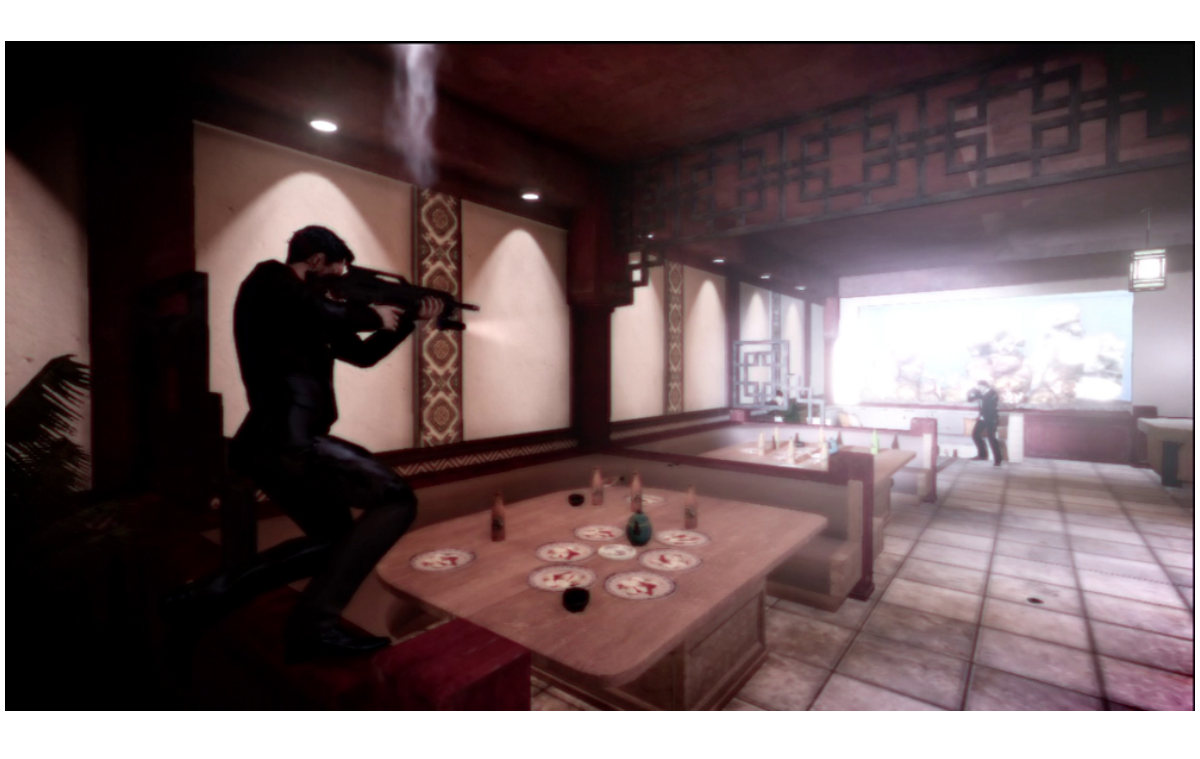
The truck lot is filled with more enemies, as well as more explosives for you to use on them. You're getting closer to the restaurant. The election is to be held within!



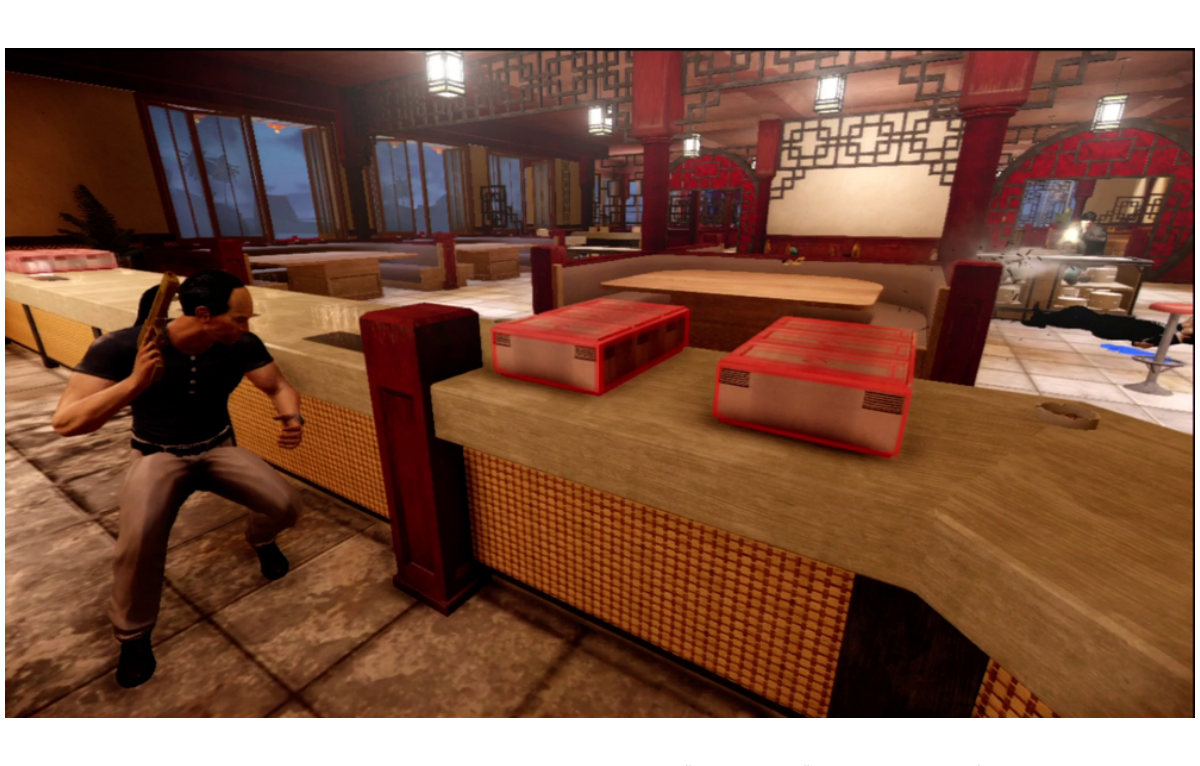


Watch your fire on the bridge leading to the restaurant. Civilians are trying to escape along this path and are mixed in with armed guards.

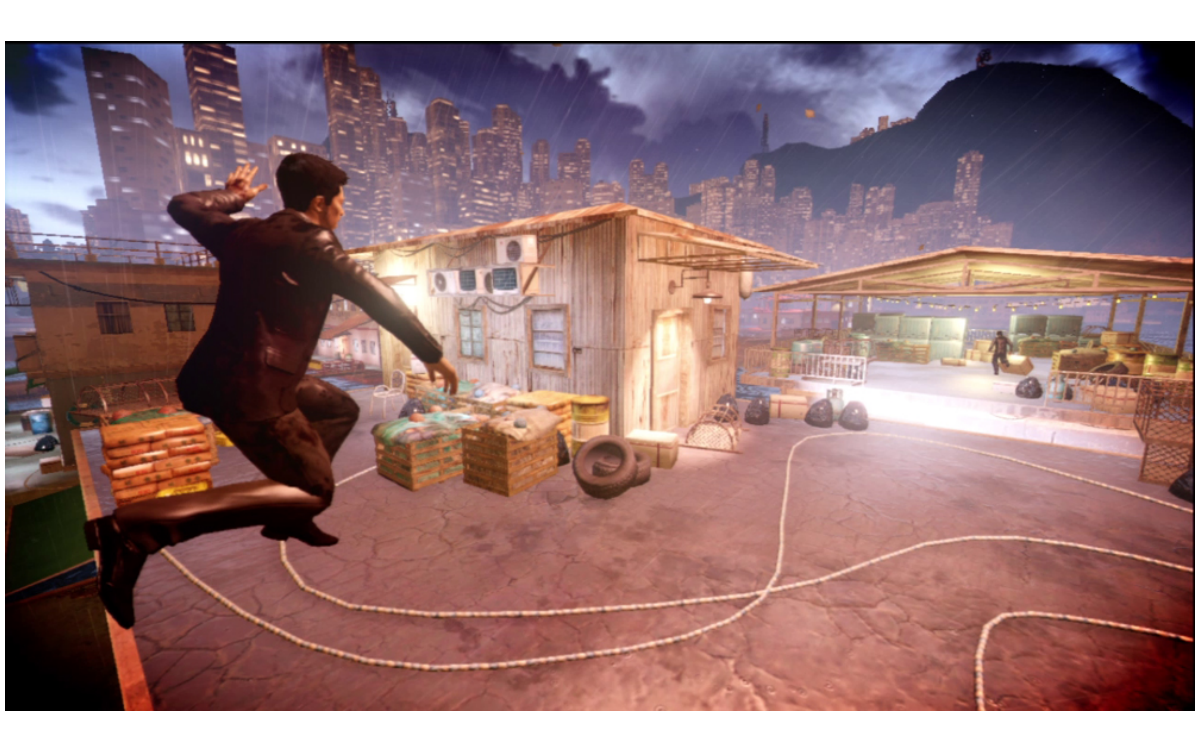


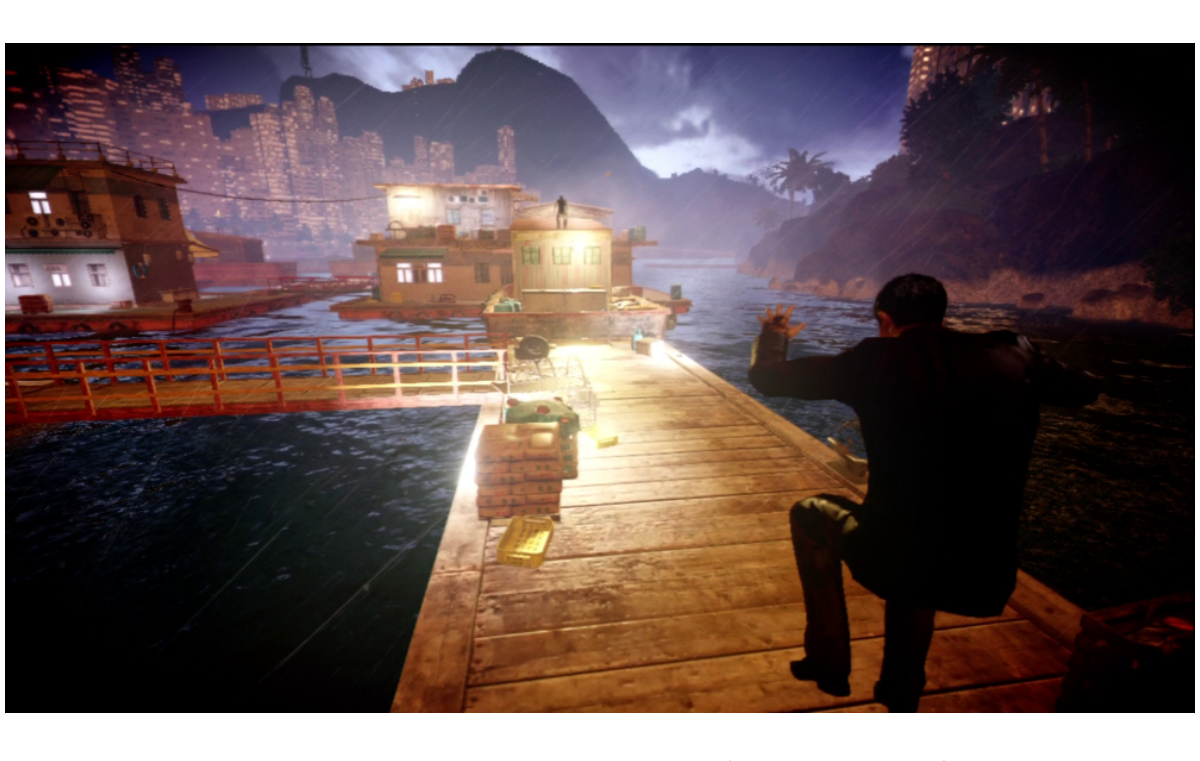


You encounter Big Smile Lee, along with your old friend Ponytail, at the restaurant entrance. They send a large group of gunmen your way while they retreat to the relative safety of the other side of the room. Unfortunately for them, they've left explosives on the counter that you're able to shoot to blow away whole swaths of enemies. Be on the lookout for those opportunities as you close in on Ponytail, who has elected to try and hold the line against Wei Shen.

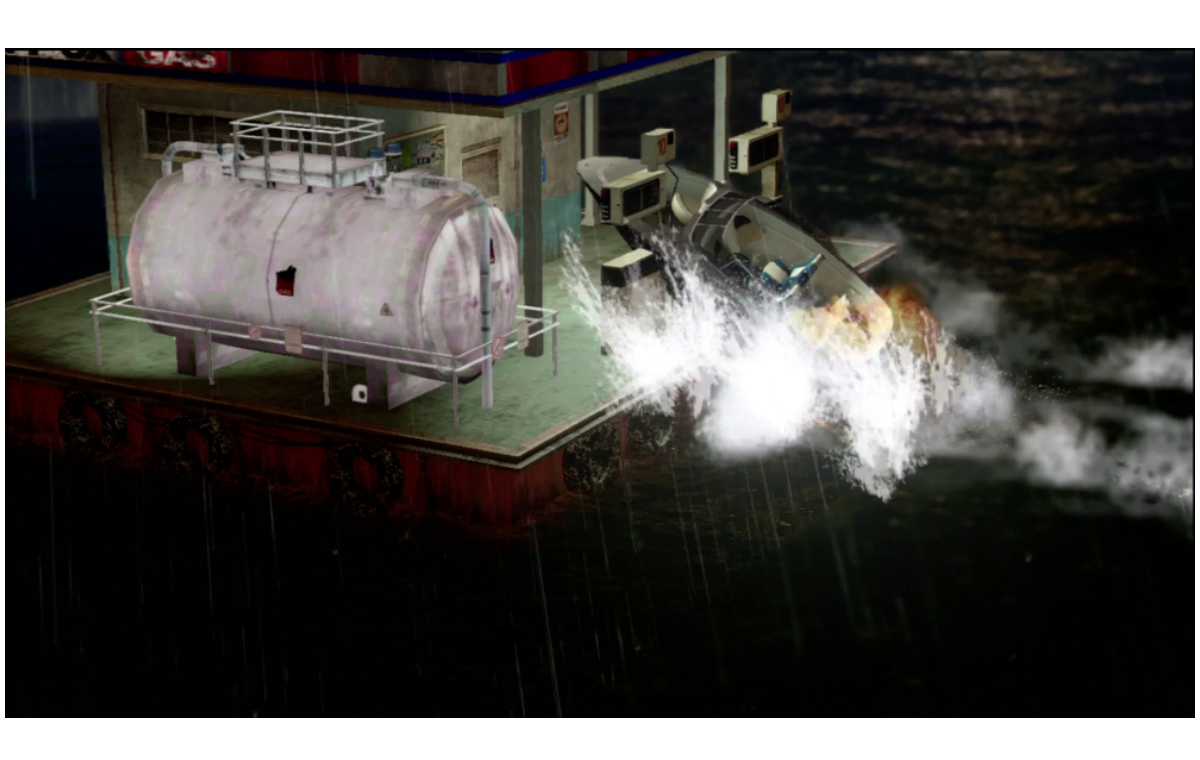


Not a good call on his part. Ponytail is tougher than the average mook, a "super mook" if you will, but he's not bulletproof. He does have a gold .50 cal pistol, which can hurt a lot if it hits you. Make use of the explosives lying on the counter next to him to put him away for good.

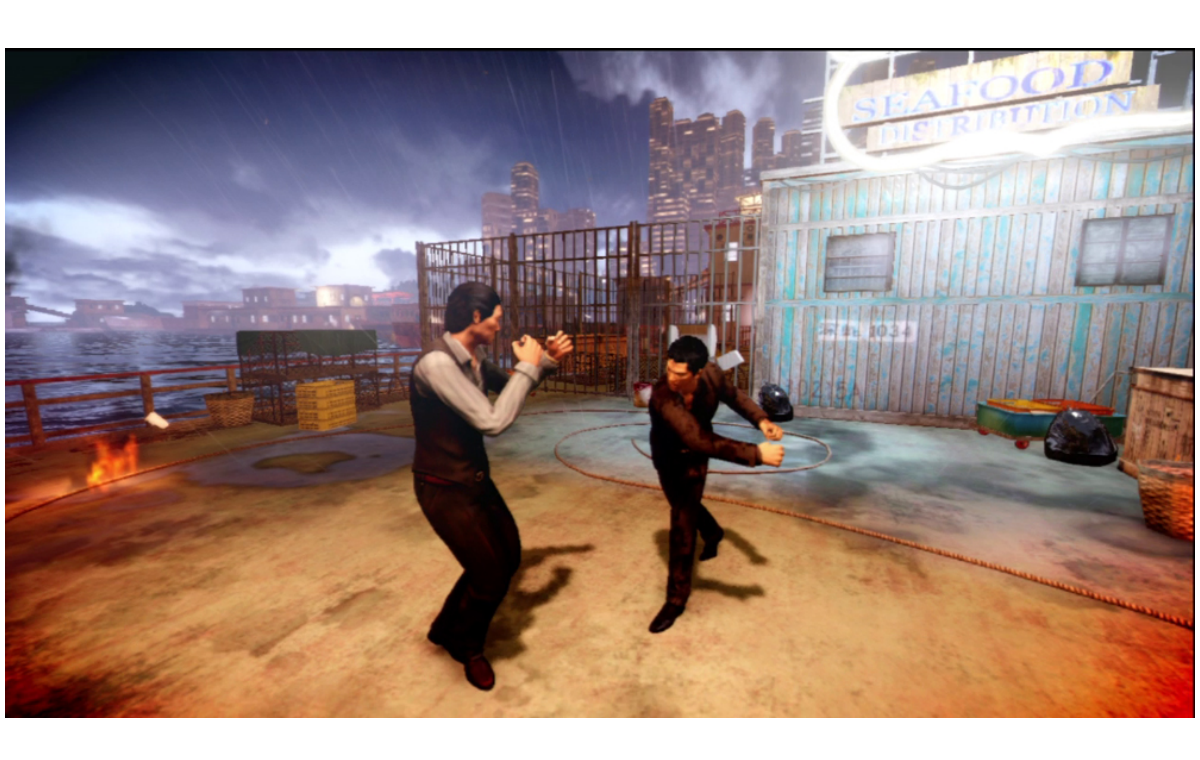


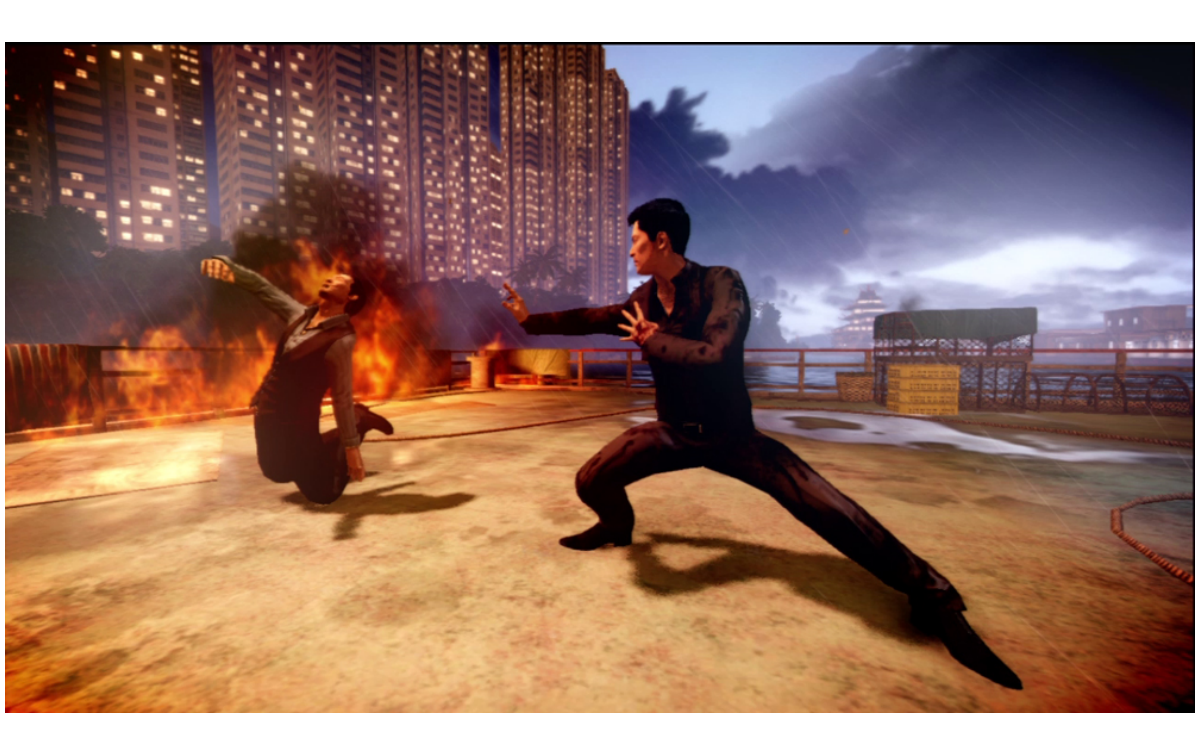


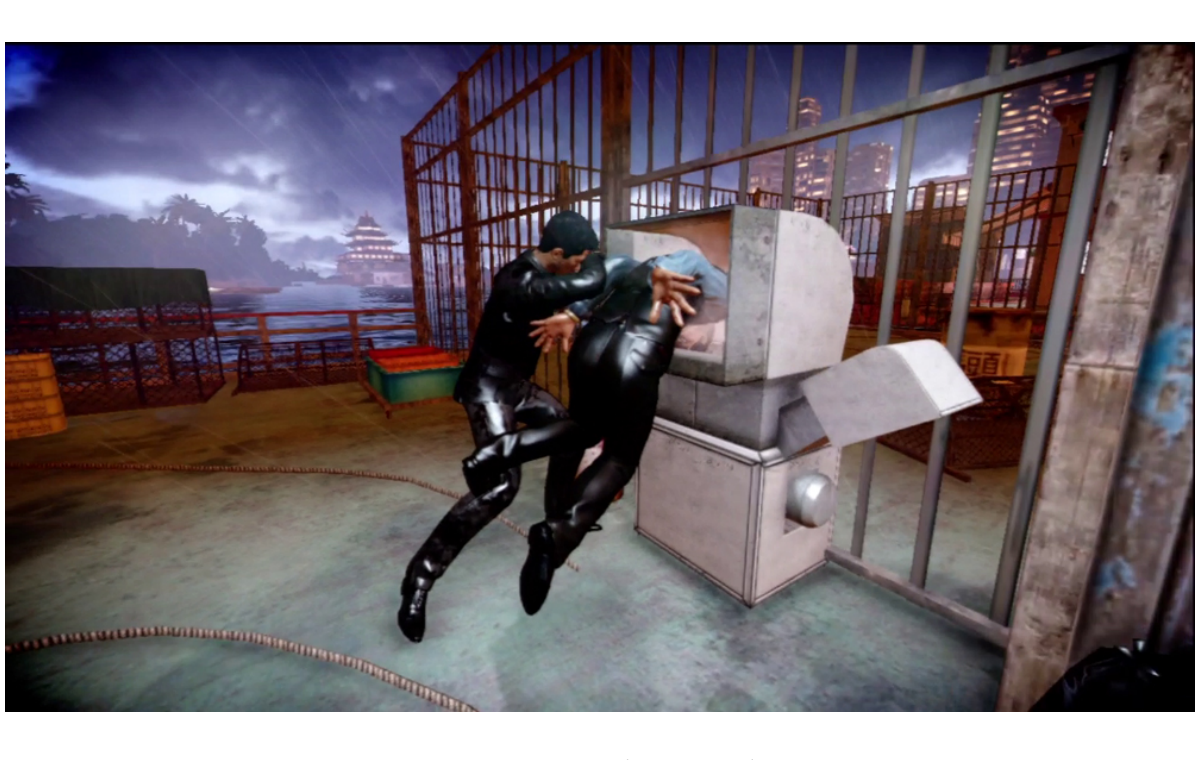
Lee surprises Wei in the next room, blasting him with a shotgun. One shot isn't good enough, and he's not able to finish Wei off, as the weapon jams. He decides to make a run for it. Chase Lee down the docks as best you can. When he jumps onto a boat, jump right after him.



Lee is desperate enough to crash the boat into a floating fueling station, with predictable results. But it's still not enough to kill Wei. Lee draws a pistol, intending to finish off the cop himself. Wei manages to get the gun away from Lee, and the final fight begins.



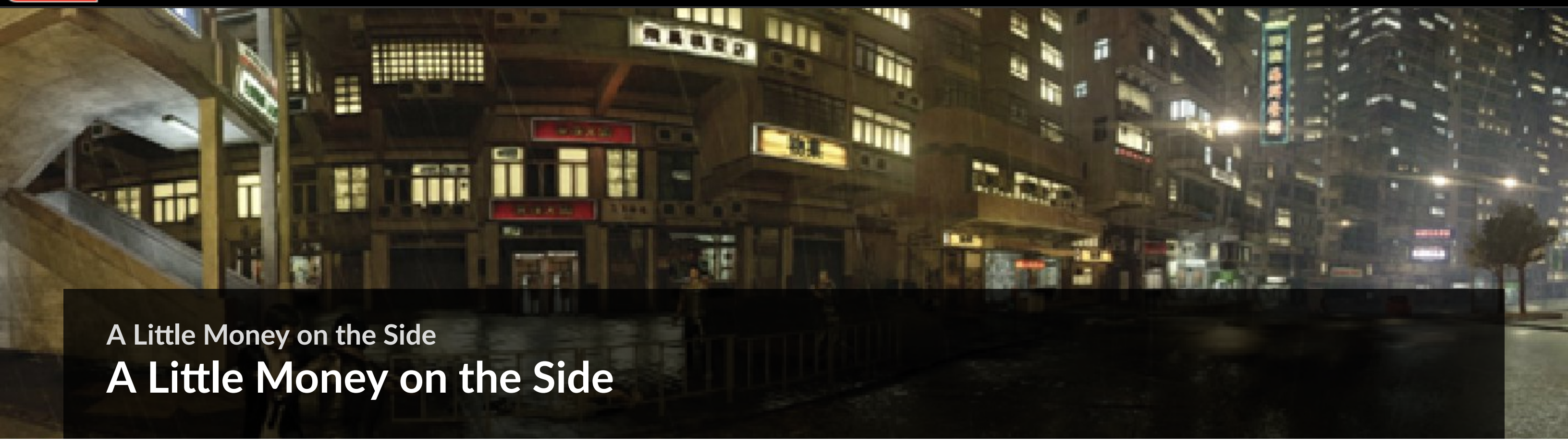




All of the accumulated abuse has finally caught up to Wei. You can't rely on Wei's traditional martial arts skill to beat Lee. Wei can barely throw a punch, let alone any kicks. Instead, concentrate on Countering Lee until you score a decisive knockdown. Wei will then climb atop Lee, prompting you to mash the Strike button as fast as you can to finally beat him to submission. Next, pick Lee up and drag him to the ice chipper to bid him a fond and crunchy farewell.

In the immediate aftermath, Raymond comes to Wei's aid, putting him under his custody to guarantee his safety. Days later, "Aunt" Jiang sends "Officer Shen" some surprising information. We won't spoil it here. Ultimately, Wei's job as an undercover agent is finished, but he intends to stay in Hong Kong, to which Inspector Teng asks, "Which Hong Kong?"

With that, the story of Sleeping Dogs has come to an end! You're now able to roam about the city to complete any favors you may have missed, find any remaining Lock Boxes or Health Shrines, or even replay any of the Main Story missions to achieve a better score than other players online. The city is essentially your playground now!



A Little Money on the Side

A Little Money on the Side

Alongside the main storyline and the four cases to solve, there are dozens of side missions available for Wei Shen to take up during his time undercover. Outside of completing the main story, the side missions are your biggest source of income and, more importantly, provide the means to build up your Face level. There are five major categories of side missions. A number of these side missions actually tie into the main story, oftentimes involving people you've met over the course of the game, weaving a narrative that doesn't lie exclusively with the main missions.

In addition to those five categories, there are special side missions available through specific Downloadable Content packs.

Favors

The largest selection of side missions, favors involve Wei being called to by someone he knows, or by someone who knows him by reputation, in order to request something. These favors vary wildly from person to person. Calvin, for example, has it out for the cops, and his favors have you acting as a getaway driver after a particularly stupid stunt on his behalf. Other favors are dates with ladies Wei meets throughout the story, and still others are as harmless as taking a few pictures for a shirt maker.

Including the Susan's Lunch tutorial favor the game has you play through during the early missions, there are a total of thirty-six favors available to complete.

Jobs

There are thirty jobs available at different points throughout the game.

- **Martial Arts Clubs:** After the Main Story mission "Amanda", four martial arts clubs become available around Hong Kong for Wei to crash. Survive six waves of increasingly larger numbers of opponents for cash prizes and special themed costumes.
- **Car Deliveries:** Available midway through the first act of the game, Uncle Tran will call you to let you know he's open to your services. When you call him, he will text you with the type of car he wants delivered to his chop shop, and where it can be found. There are twenty of these deliveries, but they are not all available right away, with more deliveries opening up after the end of the first act.
- **Debt Collection:** At the start of the second act, Uncle Po offers Wei work under a debt collector named Roland Ho. After your introductory job with him, you are able to take part in five more debt collection jobs.

Events

Occurring throughout the city are twenty-eight special events that happen as Wei is traveling past certain locations. There are three types of these events.

- **Drug Busts:** The second lead to the "Popstar" Case acts as a tutorial for Drug Busts. All Drug Busts consist of going to the marked location on the map and beating down the local thug population until they decide to run off. After this, you hack the Spy Camera that watches over their hangout. Then return to your safehouse in North Point to use the hacked camera to identify the drug dealer at each location and get the HKPD to arrest them. All seventeen Drug Busts become available immediately, so there's no reason not to take care of them as soon as they appear on the city map. The boost to your Cop points can provide some immediate benefits for Wei, and help prepare him for when the story escalates into regular gun battles with hostile Triad members.
- **Shoplifter:** As Wei drives or runs past certain establishments, the owner may call Wei over to deal with a problem customer. All you need to do is to take the problem and move it elsewhere.
- **Hit and Run:** A member of the Sun On Yee gets robbed right in front of Wei, and you have the chance to chase down the thief and retrieve the goods. These chases can go from being on foot to being a tense drive through the streets at a moment's notice, so be prepared for these thieves to do everything they can to make your life difficult.
- **Junk in the Trunk:** If you drive past a nondescript sedan parked in an area it doesn't seem to belong in, and hear sobbing or shouting coming from the trunk, take the time to pop it open and rescue whomever is inside.

Races

The street races of Hong Kong become available after the start of the "Hotshot" Case, with more races opening up as you earn progressively faster cars or motorcycles. There are a total of eighteen street races to be found in Hong Kong: thirteen car races, and five motorcycle races. Two of the car races are done as part of the "Hotshot" Case, and one of the races is part of the Fast Girls main story mission.

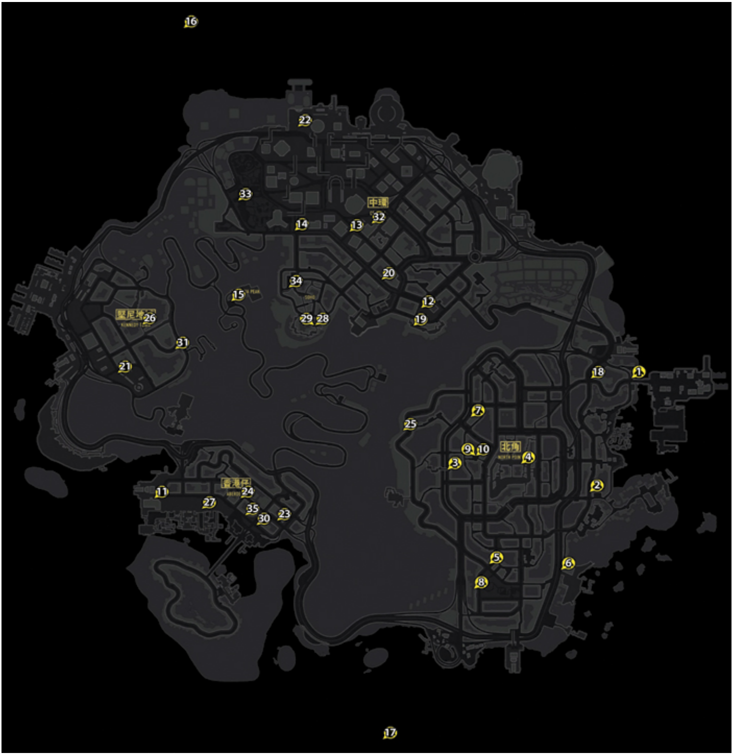
Car races are divided into three classes, C, B, and A, while motorcycles only have B- and A-class races. Two of the A-class races (one for cars, one for bikes) are unlocked after dating Sandra. At each racing start location, you're able to choose from your stable of available cars or motorcycles that meet the race requirements, so there is no need to drive to each race in the vehicle you want to use.

Downloadable Content

While totally optional, the DLC packs available for Sleeping Dogs provide additional missions to hone your skills while providing additional money, as well as Cop, Triad, and Face points. On top of the extra costume DLC packs and pre-order bonus packs from different retailers, four of the DLC packs include new missions and new races. Because of their optional nature, we have organized them into their own unique category.

A Little Money on the Side

Favors



Click here for interactive maps

Favors become available in batches after certain story missions. Most favors are not very complex, but a few are definitely more involved than others.

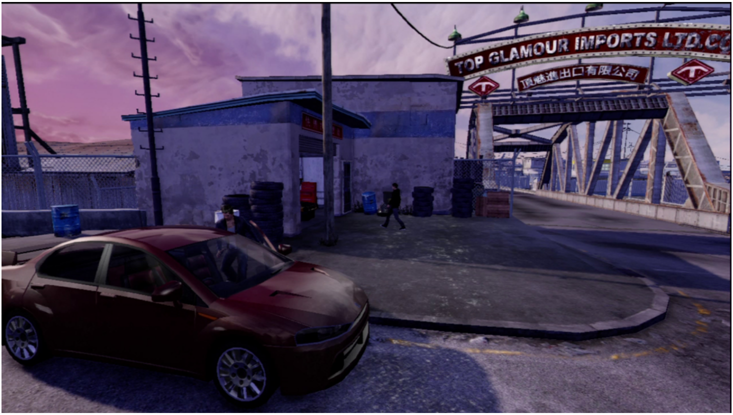
1. Cheaters Never Prosper

Client: Bad Driver Loo

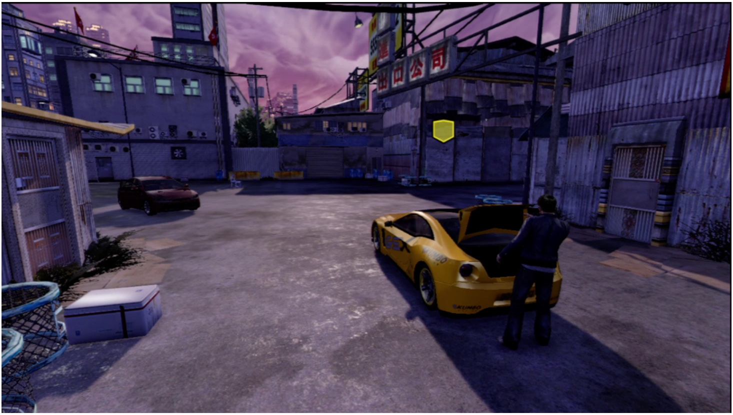
Location: North Point

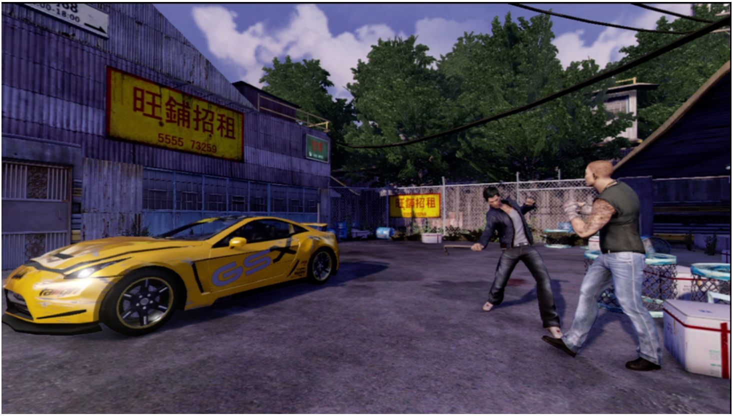
Reward: HK $2500

Near the Top Glamour docks, the unfortunately named Bad Driver Loo has a bone to pick with Tommy Ha Lan. During a race, Tommy ran Loo off the road in order to win, and now Loo wants payback. He needs Wei to find Tommy's car before he gets away, and then ruin it.



You've got two minutes to get over to Tommy's race car to deal out some street justice. Fortunately, he's not very far; just follow the GPS to the marked location on the map. You can use a car parked near Loo in case you started the mission on foot.





Once you get to the racer, go around to the trunk to find a tire iron, and then make Tommy regret not locking the trunk by bashing up his car. Eventually, Tommy will come running out to see what is going on, and you can introduce his chin to the tire iron. Knocking him out completes the favor to Loo.

2. A Quiet Drive

Client: Calvin

Location: North Point

Reward: HK $2000

Calvin asks Wei to be his driver, a favor as fellow members of the Water Street Gang. For what reason he doesn't immediately say. After chatting with Wei, he walks casually over to a police officer enjoying a meal, and clocks him into next week, which causes local HKPD units to rush to the scene, and explains why he needed a driver in the first place. Climb into a car and get Calvin out of there!

It's not a hard dragnet to evade, only a level 2 Heat rating, but it can drag on if you're not using the HKPD's inability to drive well in tight spaces to your advantage. Lead the pursuit cars into an alley, and try to double back on the cops. If you're fast enough, they'll be unable to keep up with you, and you'll escape them in short order.

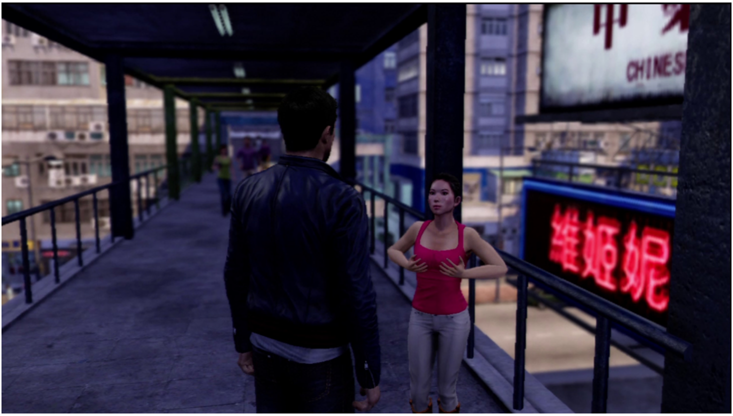
3. Fashion Advice

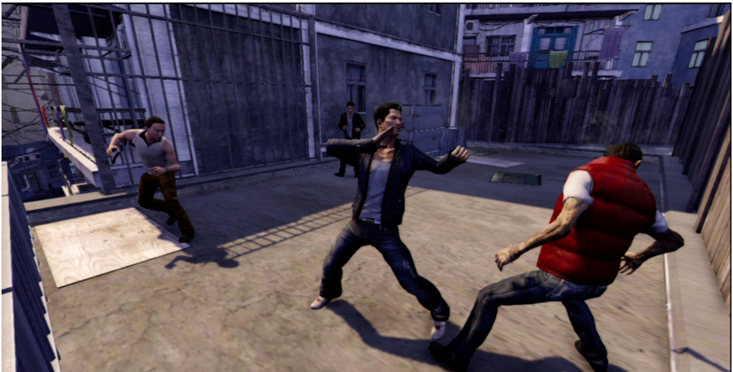
Client: Joan

Location: North Point

Reward: HK $500

Joan wants Wei's advice on just how tight her shirt really is. Wei willingly begins to appraise this when a punk runs up behind him and clocks him in the back of the head, taking some of his pocket cash in process. It was a set up all along, and now Wei needs to catch this thief and pound the money back out of him.





The mugger runs across the bridge and onto the nearby rooftops. Chase him down as best you can until the mugger reaches a dead end and is joined by two more thugs. None of these three guys is much trouble, and once they've been relieved of consciousness, Wei gets his money back.

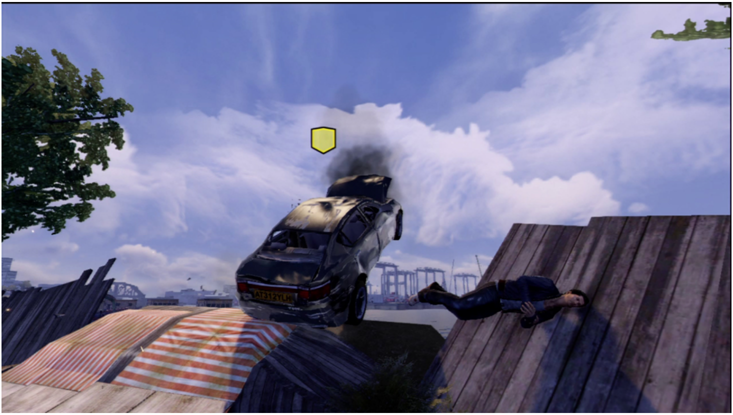
4. Pay Hospital Bills

Client: Michelle

Location: North Point

Reward: HK $2000

Michelle runs a stand in the Night Market, which makes paying for her husband's hospital bills nearly impossible. However, the insurance on their car is excellent, and collecting on that will help pay down their debt. She wants you to take her car and drive it into the sea. It's parked out next to one of the Night Market entrances.



Michelle's car is in sad shape when you reach it, which makes the drive to the designated ramp a bit perilous. It simply will not survive many impacts with other cars and obstacles. That said, the biggest obstacles on the drive to your launch ramp should be traffic itself for much of the route. At the ramp proper, get some good speed and enjoy the short trip into the water.

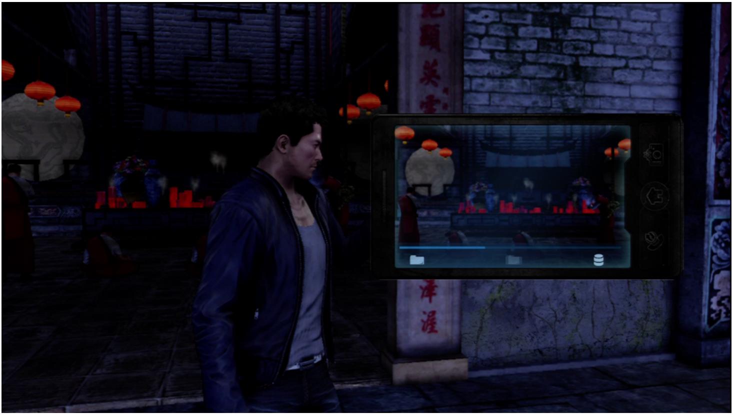
5. Ting's T-Shirt

Client: Ting

Location: North Point

Reward: HK $500

Ting's shirt business is getting beaten down by the aggressive competition specializing in imitation brands. She asks Wei if it's possible to grab some pictures that really show off the city, perfect for use on her shirt designs.



After the chat with Ting, your first goal is to head out to the old temple and take a picture of its inner shrine.

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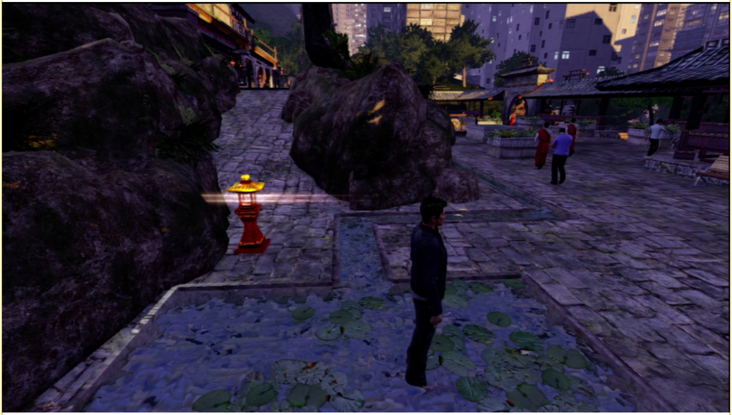
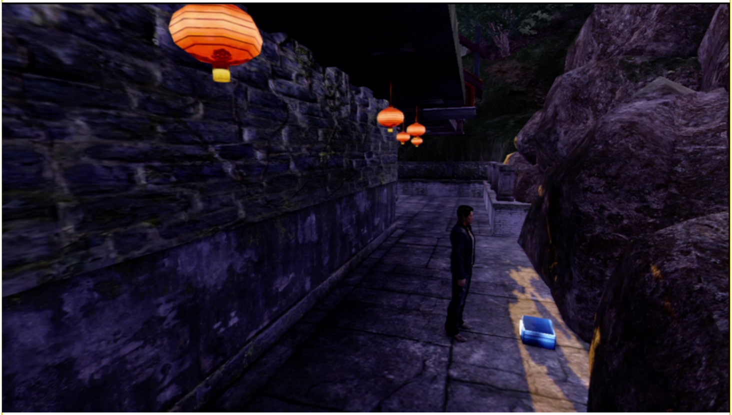
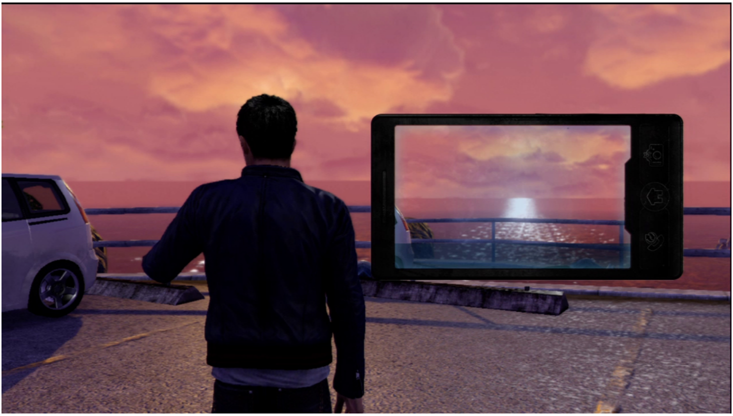




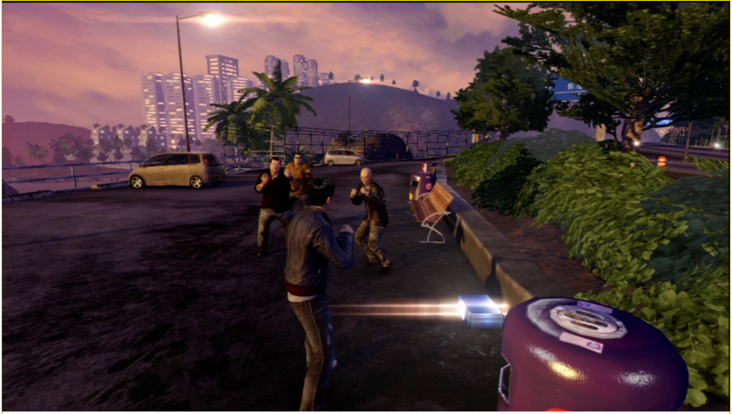
There are a lot of collectibles available at the temple that you can get access to during this early favor. Inside the temple itself, you can find a Jade Statue. To the sides of the temple, there are two Health Shrines: one to each side of the main building. Finally, a Lock Box is hidden behind the temple building. You can get these items at any time, but if you haven't gotten them earlier, this favor provides a good chance to get it done.



Next, you need to drive out to the freeway to get a good picture of the famous Hong Kong sunset. Don't worry about coming to this location at the wrong time. Wei is such a dedicated photographer that he will wait for the sunset to appear once again.

A drunk tries to get in the way of the photo, so help him off to the side and take the picture. After uploading the images to Ting, the favor is completed.

Item Acquistion



There's another Lock Box very close to where the picture can be taken. It's guarded by some thugs, and you'll need to knock them out before breaking open the Lock Box.

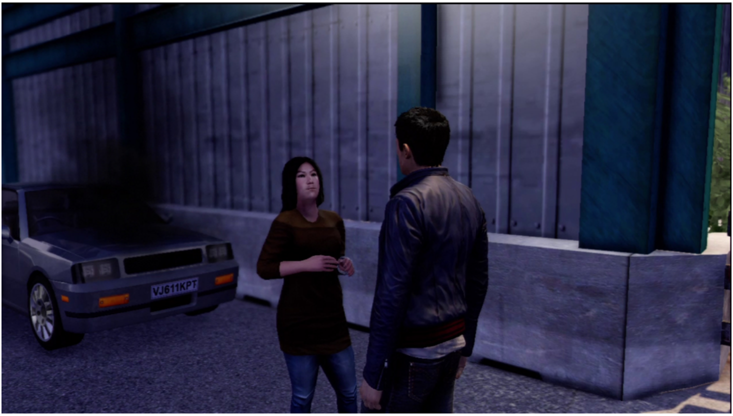
6. Quick Fix

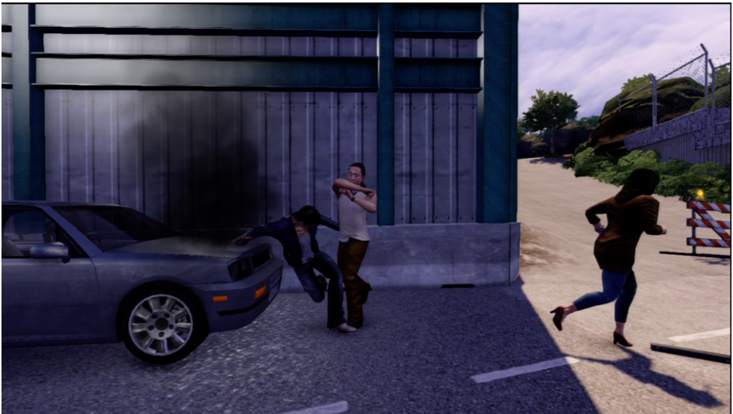
Client: Jenny

Location: North Point

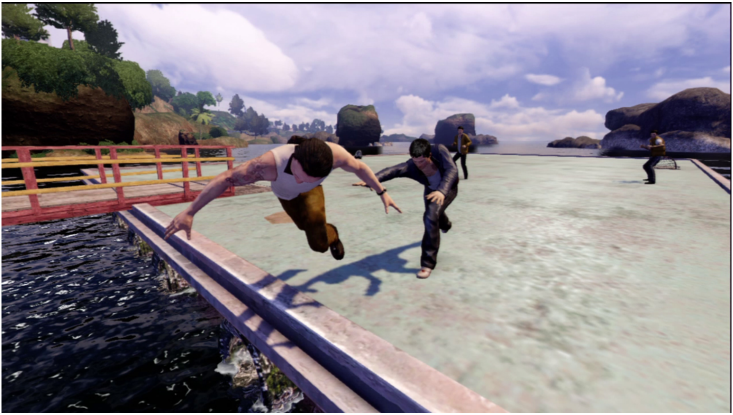
Reward: HK $1500

On the freeway between North Point and Aberdeen, you can encounter Jenny standing next to her disabled car, looking for some roadside assistance. When you start to inspect her car, Wei's "Being a Decent Sort of Fellow" senses overwhelm his "This Dude is Creeping Up Behind Me to Steal Some of My Money" senses, and he gets clocked in the back of the head by a mugger, who immediately runs off at the urging of Jenny.





Jenny's accomplice immediately books it towards the docks, and you need to give chase. He's quite fast, and any stumbles on your part can lead to his escape. Be cautious when you reach the actual docks themselves. It's easy to bump into other pedestrians and fall into the water, so try to find a clear path around them well before you get close.



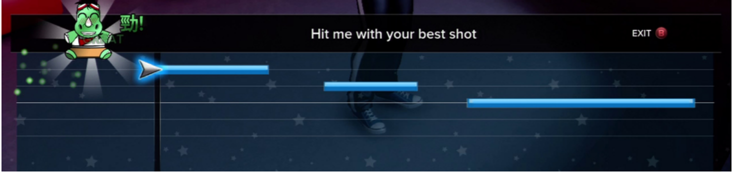
If you've maintained your pursuit, the thief will run himself to the end of the docks and have no other place to go. He's got two goons waiting for him as backup, but he's genuinely terrified of the consequences you're about to inflict upon him. Inflict away, and get your cash back.

7. Tiffany's Song

Client: Tiffany

Location: North Point

Reward: HK $2500, Jade Statues appear on your mini-map, New Karaoke Songs



After the events following Winston sending Wei over to Club Bam Bam to establish new ownership, you earn Tiffany's phone number. Call her to set up a date as soon as possible, and meet her in the club itself. Once there, she'll ask you to sing karaoke for her. Sing well, and Tiffany will be impressed by your talent. After the date, you unlock the ability to see where all Jade Statues are located on the map.

Tip

After you gain this ability, take the time to go to every location you can reach that contains a Jade Statue. Certain statues can only be acquired by doing specific missions, but the majority of them can be collected at any time, so long as you do the footwork to collect them. This can provide a significant early game boost to your martial arts skills.

8. Impress "Not-Ping"

Client: "Not-Ping"

Location: North Point

Reward: Spy Cameras appear on your mini-map

Shortly after planting bugs in the Golden Koi's kitchen for Pendrew, "Not-Ping" calls up Wei, curious about him. Go meet her at her store in North Point to set up a date.

A date for "Not-Ping" is exciting if it involves some form of hacking, and Wei is well equipped for the task. She takes you to the nearby park. To get to the camera, you first need to distract the officer by talking to him. Next, talk to "Not-Ping". She wants to see Wei's technique in action. She'll keep an eye out for the officer to return while you hack the camera. You have one minute to guess the password to the camera system, so work fast! Afterwards, "Not-Ping" is impressed enough to invite you back to the store for some time alone, and you unlock the ability to see Spy Cameras on the mini-map.

9. Red-Handed Tiffany

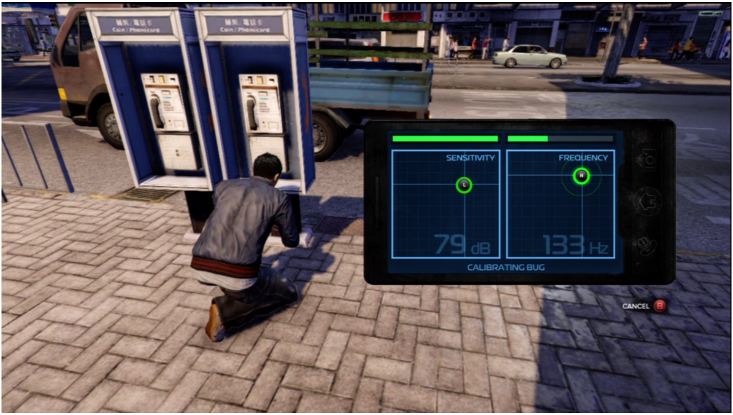
Client: Calvin

Location: North Point

Reward: HK $500, a sense of betrayal perpetrated by Tiffany

You're able to meet with Calvin in front of your North Point apartment building after you deal with Tiffany's gun in the "Chain of Evidence" Main Story mission and after you've done the "Impress Not-Ping" Favor. It seems that he's found out some information about Tiffany that he wants to bring to your attention.

國際運輸
TOP GLAMOUR
IMPORTS LTD. CO.



Tiffany is apparently seeing Longfinger Chau behind Wei's back, to which Wei responds with disbelief. Calvin insists that it's the truth, saying he overheard her talking on a public payphone outside of her apartment. Drive out to the payphone, and plant a bug under it. Afterwards, Wei will stake out the payphone like a totally not-obsessed stalker until Tiffany walks out and makes a call, which confirms Calvin's information. Calling up Calvin, Wei wants him to keep an eye out for Tiffany and this Longfinger Chau to meet so he can confront them.

10. Following Tiffany

Client: Calvin

Location: North Point

Reward: Police Surveillance Report: Tiffany Kim

Calvin works fast. He's got solid information that Tiffany is going to meet with Chau very soon. Wei needs to get to Tiffany's apartment as quick as he can.

COFFEE SHOP & HOTEL

Drive out to Tiffany's place and wait for her to leave in her car. As with other missions that involve tailing a target, make sure you don't get too close or break too many traffic laws while following her, as her suspicion meter jumps up quickly. She will eventually stop off at a park, where Chau awaits, and the snogging begins. Run up to the pair to confront them.

It comes out that Tiffany knows about "Not-Ping", and it quite upset that Wei has been doing some sleeping around of his own. Wei is genuinely apologetic, but Tiffany is already through with him, and stalks off. Take the time to read the surveillance report on Tiffany in the aftermath of the breakup to learn some interesting information about her personal life.

11. Truck Recovery

Client: Jimmy

Location: Aberdeen

Reward: HK $2500

Jimmy flags down Wei by the Aberdeen docks. Jimmy made a bet he could not afford and lost, which cost him a cargo truck. He needs Wei to take the truck back, and there's a convenient street bike close by that Wei can use to chase the truck down.

深港
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CN⇌HK
EXPRESS

RV TRANSPORTATI
運輸 • TRANSPORT • 包裝/收件 • PACKI
出口公司
洪門航運

You've got three minutes to catch up to the truck from where Jimmy is standing, but the bike sitting near him is a bullet on wheels. Follow your GPS to catch up to the truck, and then use an Action Hijack to leap from the bike onto the truck. You'll have to survive a QTE or two while you climb along the side of the truck to the driver's cab. After taking over the truck, you'll have to evade a Heat level 1 cop pursuit before you can take the truck to its garage at the Kennedy Town docks.

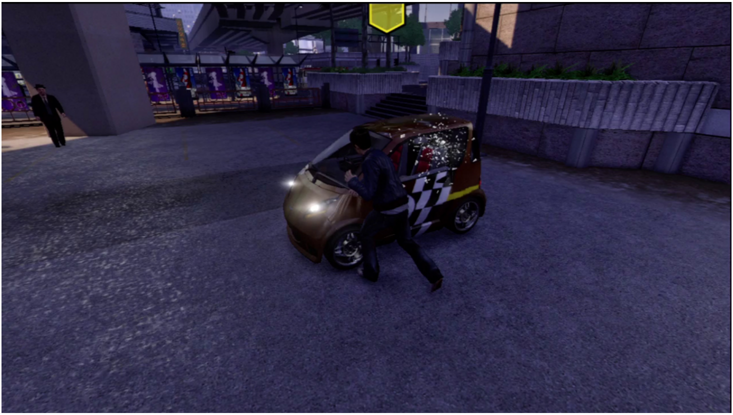
12. Cheaters Never Prosper, Part Two

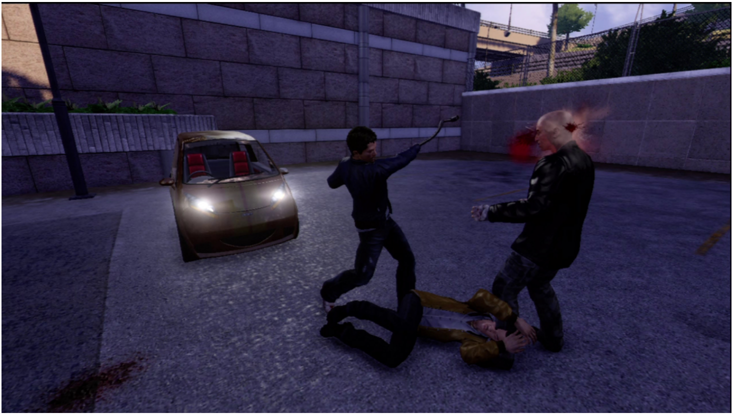
Client: Bad Driver Loo

Location: Central

Reward: HK $500

Bad Driver Loo can be found at Roland Ho's Impound Lot. Another racer, Big Nose Chang, cheated Loo out of victory, and he wants Wei to teach Chang a lesson.





The car Loo lost to is parked under an overpass not too far from the Impound Lot. You've got a little under two-and-a-half minutes to ride over to Chang's car before you miss your chance. When you reach the racer, take a tire iron from its trunk and go to work on the car until Chang and a buddy come running out. It seems they know about Wei's handling of Tommy Lan's car, and are ready for revenge. What they aren't ready for is a tire iron to the face. Knock them out to complete the favor.

13. Just a Little Driving

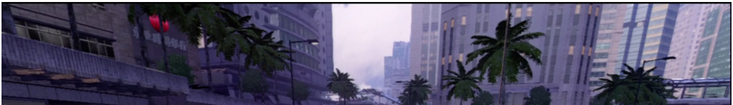
Client: Calvin

Location: Central

Reward: HK $2000

Calvin is staking out a store in Central when he spots Wei. Calling him over, Calvin asks for help when he finishes his business, which involves him running across the street and gunning down some unprepared Triad members. Apparently, Shoplifter Ng was cheating at cards, so a direct injection of hot lead was sufficient punishment. You need to get Calvin away from the cops, again.

Central
中環大道
環市七路



It’s another chase with Calvin riding shotgun. This time, the Heat is at level 3, and is a bit harder to evade. Calvin further complicates things by opening fire on the cops throughout the chase, which only attracts more attention, convinces them to shoot back, and makes it harder to outrun them. However, once you manage to evade the cops, Calvin isn’t picky and can be dropped off anywhere you decide to stop.

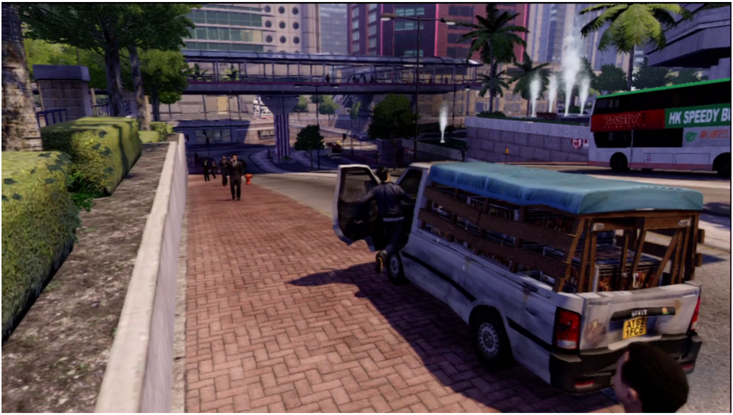
14. Turn Losers Into Winners

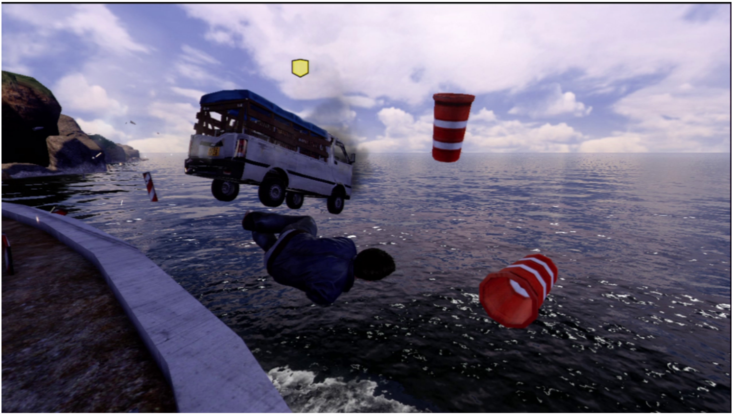
Client: Harry

Location: Central

Reward: HK $2000

Harry’s shipment of fighting birds has turned into a costly embarrassment. However, his insurance on both the truck and the birds is good, and he can recover from his losses if a thief were to conveniently steal his truck full of birds and dump it into a harbor.





As with the previous insurance scam you pulled, the vehicle you need to drive starts off in bad shape and will not survive many accidents. Drive with some caution and you'll eventually arrive at the launch ramp that will dump the birds and trunk into the water.

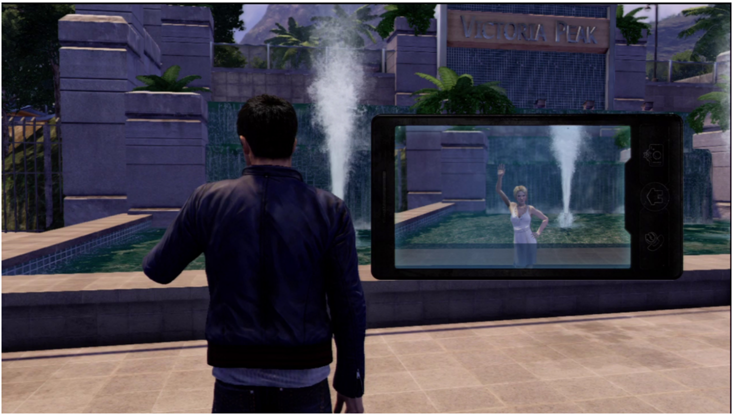
15. Photograph Amanda

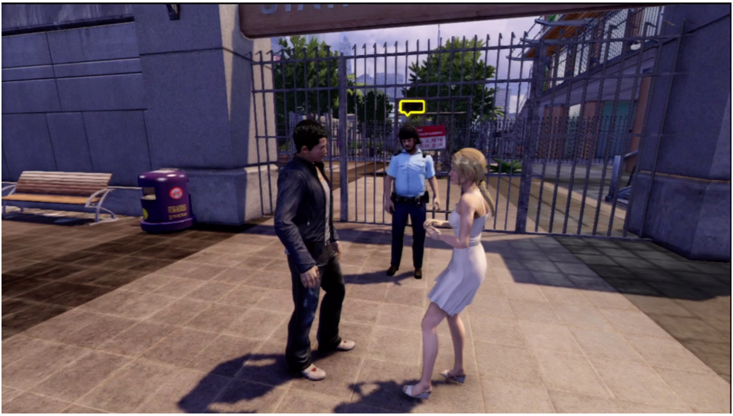
Client: Amanda

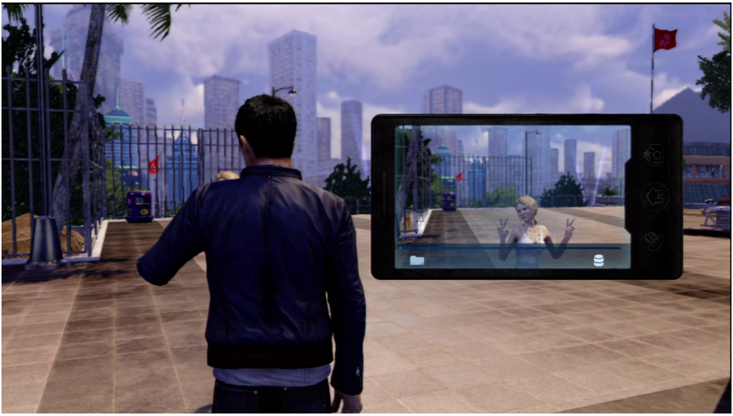
Location: Central

Reward: Health Shrines appear on your mini-map, Surveillance Report on Amanda Cartwright

After driving Amanda around town during her Main Story mission, you get her phone number. If Wei calls Amanda up, she's happy to hear from him, and wants to meet up at Magistrate Park. This places her icon on the mini-map, and you can date her there.







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ATION ENTRANCE

The date is off to a bad start, as the park is closed. Amanda really wants to go in the park to take some pictures for her blog, so Wei offers to see about getting them past the guard at the gates. As you walk with Amanda toward the gate, she will stop and pose for a picture. Use your smartphone to take a photo of her, then make your way to the gate with her. The guard can be easily bribed aside, and you'll then have access to the park.

Follow Amanda around the park, and whenever she stops to strike a pose, take her picture. After several pictures, she's satisfied, and you can leave. The two share a private moment with each other after the photo shoot is completed. More importantly, her research on the locations of every Health Shrine makes them all appear on your mini-map!

16. Riffraff Disposal

Client: Shirwin

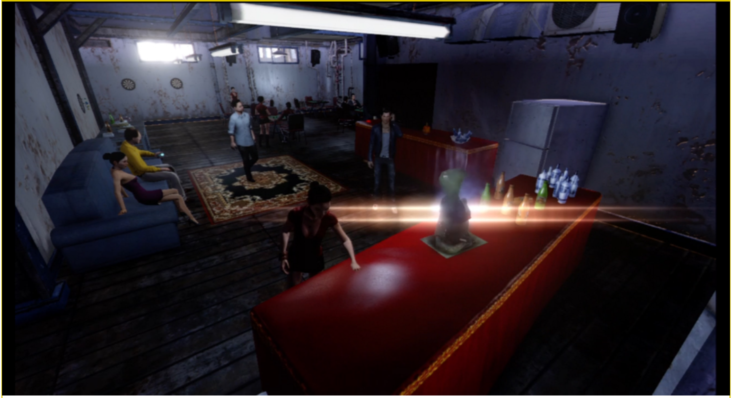
Location: Central Gambling Den

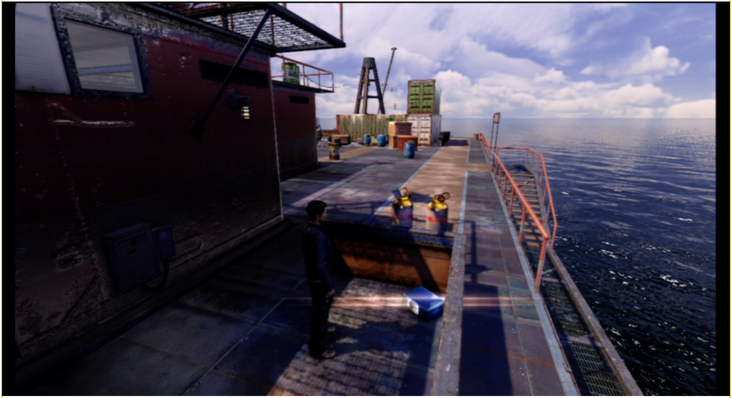
Reward: HK $2000, Central Gambling Den

Shirwin is the doorman to the gambling den hidden on a barge north of Central's coast, and he's having a problem with some idiots who are running an illegal game on the deck of the ship. They are likely to draw the cops to the barge, and that can't happen. Deal with them as you see fit.

This favor is a simple brawl. Many of the gamblers split after Wei tries to intimidate them, but four of the goons stick around to try and fight him. Not a good call on their part. You're on a boat, and there's lots of convenient places to throw these people overboard. After the deck is cleared of riffraff, Shirwin allows you entry into the gambling den as a way of saying thanks.

Item Acquistion





This is likely your first opportunity to snag the Jade Statue that is inside the gambling den. Another mission later in the story will bring you back here, but there's no reason to hold off on grabbing the statue now. There's also a Lock Box on the deck of the ship near the entrance to the den.

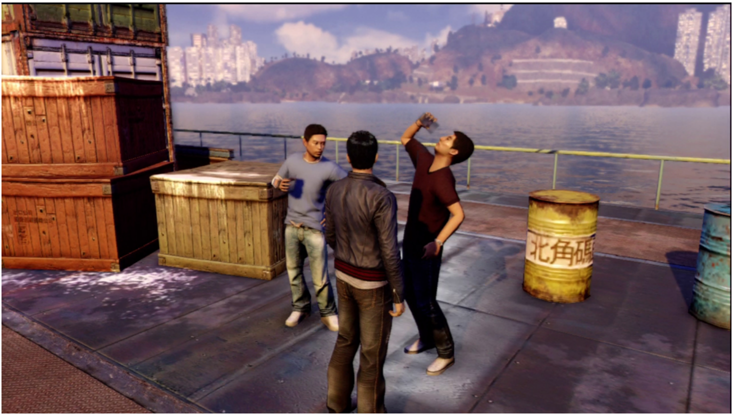
17. Drunk Disposal

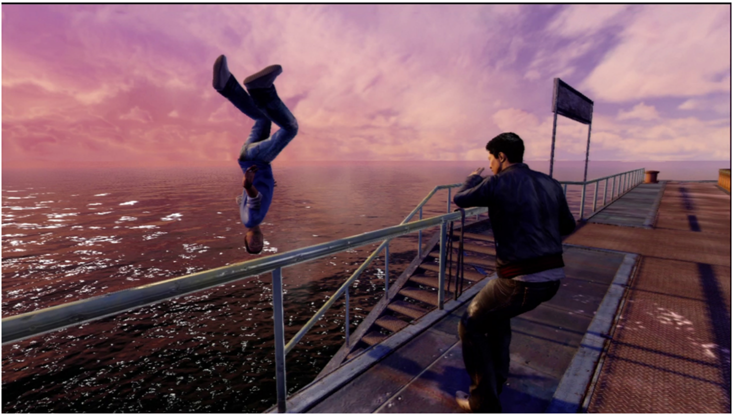
Client: Carmichael

Location: Aberdeen Gambling Den

Reward: HK $2000, Aberdeen Gambling Den

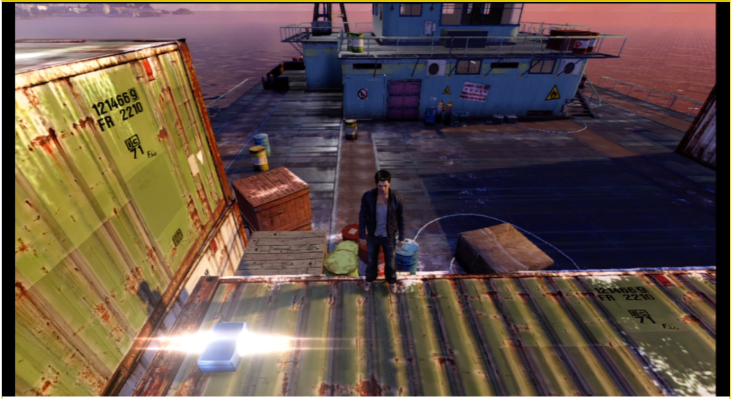
The doorman to the gambling den off the southern coast is having issues with some drunks on board the barge scaring off other customers. He wants Wei to handle it, since the doorman can't leave the doors unguarded.





You're not supposed to kill these guys. You only need to throw them overboard. There's only two, and they don't resist so much as they beg for mercy or try to run away. Once the deed is done, Carmichael grants you access to the gambling den.

Item Acquistion



There’s a Lock Box atop one of the cargo containers on the deck of the barge. Don’t miss it while you’re here!

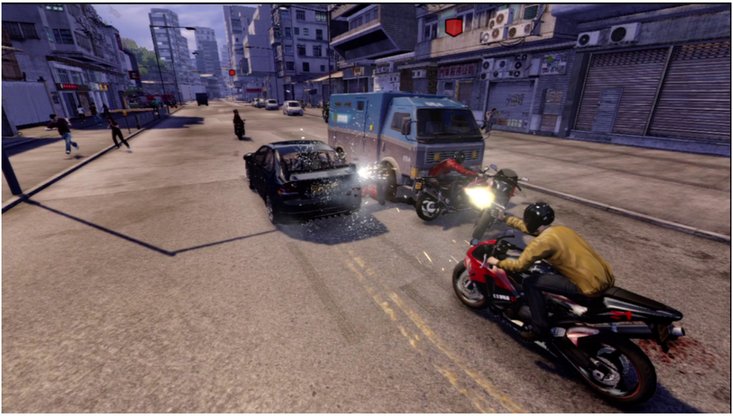
18. Escort an Ally

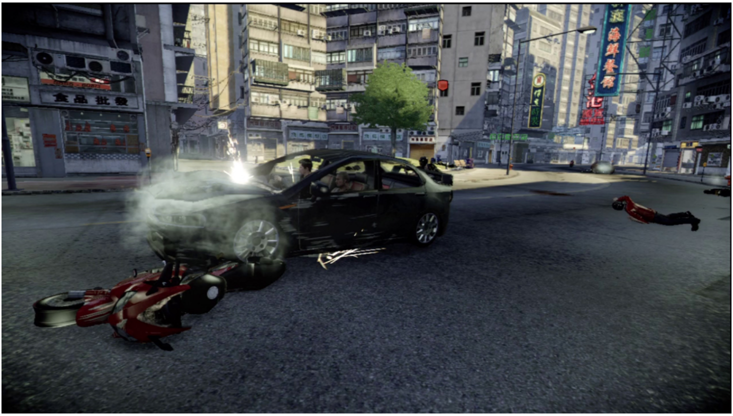
Client: Duke

Location: North Point

Reward: HK $2000

Wei finds a member of the Water Street Gang near the site of an bad auto accident, and is flagged over to talk with him. It turns out that the 18k and Duke had a bit of a scuffle, and he needs a ride out of their territory.





The first order of business is to find a ride that can take you out of 18k territory. As soon as you find your ticket to safety, Duke's crashed car explodes, which heralds the arrival of a large group of 18k cars and motorcycles, all driven by thugs intent on bringing you down. You're given a pistol at the start of the drive, so use it to wipe out your pursuers while driving away from their territory. Check the mini-map to see how close you are to leaving their area, and plan your course accordingly. Once you escape the 18k, Duke is happy to be dropped off just about anywhere.

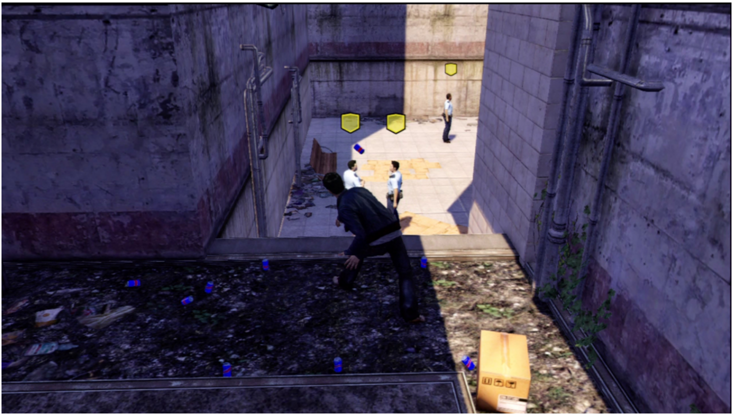
19. Distract the Cops

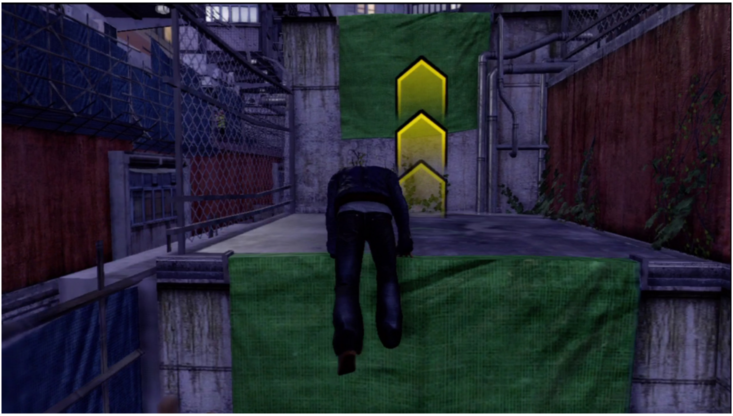
Client: Shao

Location: Central

Reward: HK $2000

Shao can be found near the location of the second martial arts club, and he's in a bit of a bind. He was sent to collect protection money from a vendor, but they were tipped off that he was coming and they called the cops to act as guards. Shao wants Wei to draw the cops away from the vendor so he is able to do his job.





In order to get the attention of the cops, go to the pile of cans lying on the ground and start chucking them on the officers. They quickly grow tired of your antics and they climb up to the rooftops to give chase. Run through the martial arts club gathering and keep climbing up the rooftops until you eventually reach the back entrance to the Galleria Mall, where the cops lose track of you. By then, Shao will have been able to collect the money, and the mission is complete.

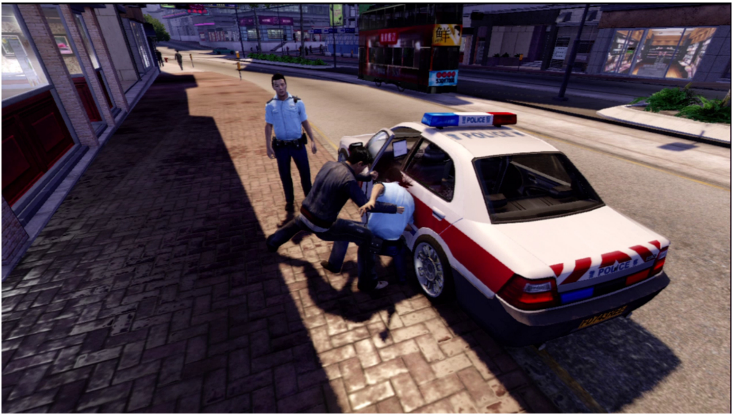
20. Pied Piper

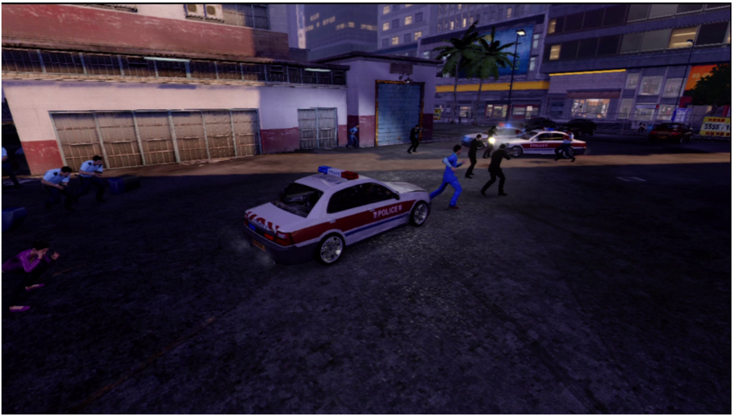
Client: Kang

Location: Central

Reward: HK $2000

Kang's girlfriend has been seeing a cocky big shot, and Kang wants to get rid of him. The problem is that he's got many powerful friends, and Kang can't touch him. However, he figures the next best way to get rid of him would be to hand him over to the HKPD, and this is where Wei comes in.





At the start of the favor, you've got three minutes to get the cops on your tail and then lead them to the Repo Yard where Kang's nemesis is doing business. Fortunately, there's a convenient pair of cops close by that you can run up to and attack to get their attention. With the pursuit started, lead them to the Repo Yard, where a firefight breaks out between the HKPD and the Triad members. Having successfully done your part to get Kang's enemy put away, you need to evade the cops yourself. When that's done, the favor is complete.

That is easier said than done. A level 3 Heat rating is nothing to sneeze at. Don't be surprised if you need to switch vehicles, as the incoming fire from the cops can make escape difficult.

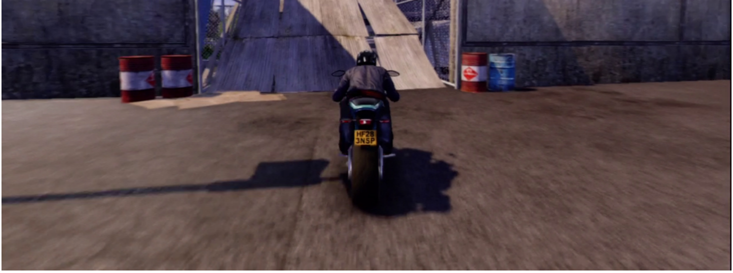
21. Cheaters Never Prosper, Part Three

Client: Bad Driver Loo

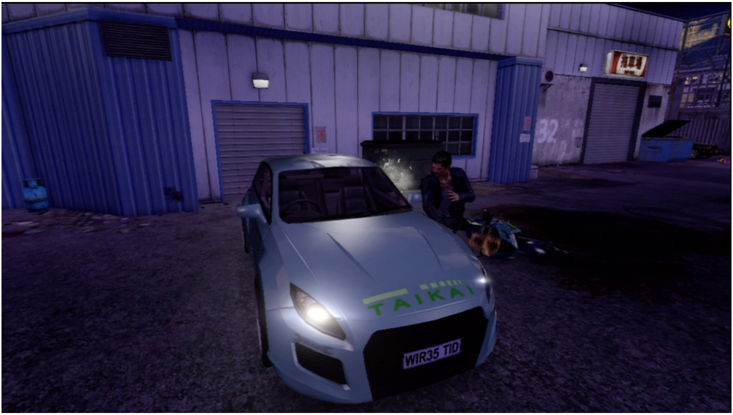
Location: Kennedy Town

Reward: HK $500

Loo has been cheated out of victory (again) and he wants Wei to destroy the car of the cheater (again), and possibly break some faces in the process (again). It wouldn't seem so dubious in nature if you weren't getting these requests from a guy who goes by the nickname "Bad Driver".



No Brake Cho's car is all the way in Aberdeen, which is a short ride away from Kennedy Town. There's a really fast bike close to Loo, and you need to take it if you want to have any chance of getting to the car within the two minutes and forty seconds you're given. An essential shortcut can be taken with this bike: a big ramp that leads directly to the freeway you have to take to get to the car. The bike starts off facing this ramp, so it is hard to miss.



Once you get to the car, you'll find that all of the racers you've beaten up for Loo are all waiting to greet you, and they're ready to defend Cho's car. It's five on one, but if you've been following all the favors up to this point, these are odds that could hardly be considered long by any standard. Once you've taken out the trash, pull a tire iron from Cho's car and go to work until the favor is complete.

22. Convoy Intercept

Client: Big Eddie Kwong

Location: Central

Reward: HK $3500

An enforcer for the Sun On Yee, Big Eddie is trying to keep the pressure on the 18k even as the Sun On Yee threatens to fall apart from within. Giving you a motorcycle and an SMG, Big Eddie wants you to take out four moving vans that are moving the 18k's drugs across the city.

Kennedy Town
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This is a fun mission. At the start, you have one minute to get to the freeway the convoy is travelling on, but once you're there, you have pretty much all the time in the world to wipe out the four moving vans. The 18k will not take this lying down, though. They've got gunners in the backs of the vans, and guards are swarming the area on motorcycles. The vans themselves are incredibly resilient to gunfire, and disabling them means you'll have to shoot out more than one tire. Make sure to take time to wipe out some enemy motorcyclists during the chase! Left alone for too long, they can become a real nuisance.

The HKPD may get involved during this chase. Do your best to avoid making them casualties, as this will only call down more Heat and make your life incredibly difficult. Once you've taken out the four vans, the mission is complete.

23. Safe Delivery

Client: Big Eddie Kwong

Location: Aberdeen

Reward: HK $5000

Big Eddie has a shipment of dope coming from the mainland that he needs to ensure is safely delivered. He wants Wei to ride shotgun with him to ensure his own safety, as he expects the 18k to come out in force. They most definitely will.

Aberdeen
Aberdeen
香港仔
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This favor is not as easy as Convoy Intercept. You're limited entirely to a defensive role, and as a passenger you don't enjoy the same bullet time benefits of aiming while driving. The 18k send what appears to be half the city of gangsters after you on cars and motorcycles. It's a shooting gallery, except the targets here shoot back and try to avoid getting shot, while you can't avoid getting shot yourself.

Big Eddie's car is tough, but it's far from invincible, and its health is tracked by a meter that helps give you an idea of how well you're doing. You must destroy the gangsters quickly before they can settle into a good firing position on the car. Further complicating things is the fact that Big Eddie doesn't drive with the sort of urgency you might be shouting for under such heavy incoming fire. Perhaps if he were driving embittered old ladies around the countryside it'd be understandable.

Eventually, Big Eddie will drop you off once you've reached safe territory and the mission is complete.

24. Pied Piper Redux

Client: Conroy

Location: Aberdeen

Reward: HK $2000

Showing a level of forethought and planning that looked impossible earlier in the story, Conroy has managed to formulate a plan on how to get rid of a rival drug dealer from Dogeyes' old crew. He suggests drawing the cops to the dealer in order to get him taken out without directly getting the Water Street Gang involved. Of course, Conroy couldn't do this himself, but that's why you're the boss, and he's still Conroy.

洪門航運
POLICE

You've got three minutes after talking to Conroy to get some police attention, and then drag them over to the hostile dealer's location. There are some cops nearby whose attention can be grabbed very easily, and the dealer himself is actually quite close to Conroy's position. The real trick will be escaping the police dragnet, which starts at a level 3 Heat rating. Aberdeen is typically full of higher-end cars and motorcycles, so figure that in your strategy. A fast enough bike or car can absolutely dust the HKPD pursuit cars, even on the straightaways.

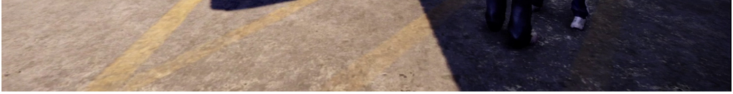
25. Escort an Ally Redux

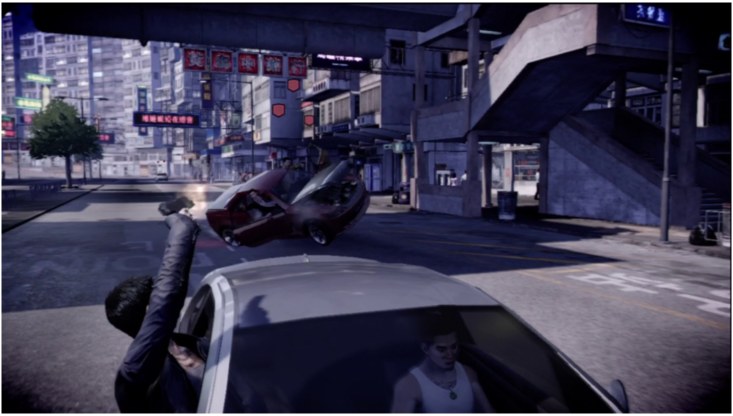
Client: Red

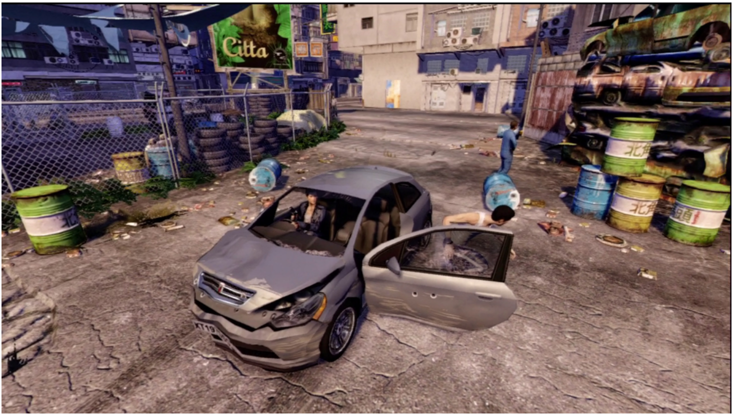
Location: North Point

Reward: HK $2000

Red has gotten himself into trouble with the 18k, and he needs a getaway driver yesterday. That's where Wei Shen comes in.







Similar to the previous escort mission for Duke, you need to find a quick ride out of hostile territory. Once you find a car to use, the 18k come out in force. Drive hard and fast, and use the pistol you're given to thin out the herd as you make the escape. However, this time they don't give up once you exit their territory, sending out one last wave to try and take you down. Once they're finished, you can drop a grateful Red off anywhere.

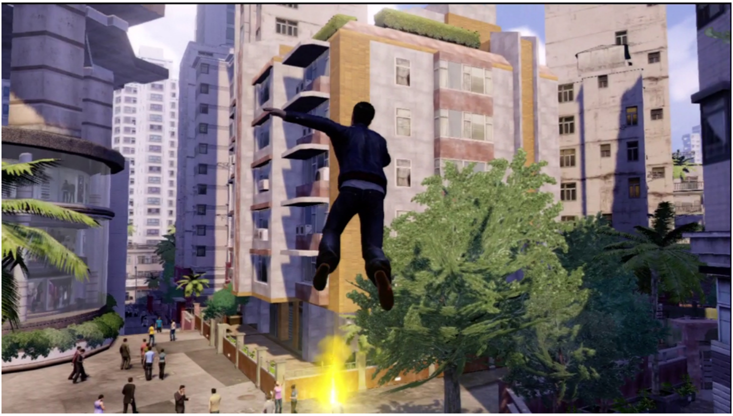
26. Show What You've Got

Client: Dusty

Location: Kennedy Town

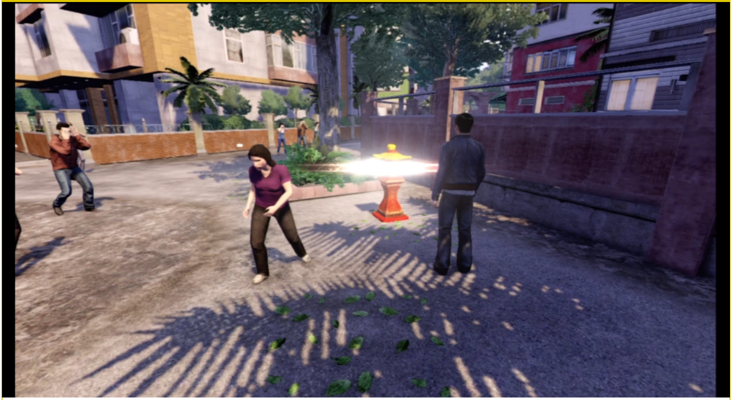
Reward: HK $1500

Dusty is supposed to have taken videos of freerunners doing their thing throughout Kennedy Town, but instead managed to get blasted sky high off of drugs. While he hasn't quite returned to earth, he's still conscious enough to know he needs a freerunner to show some moves for him now, and Wei Shen isn't a bad replacement runner.



This is a quick and straightforward run. Use all of your freerunning moves to quickly pass over and around all obstacles, and follow the trail of yellow flares to the goal, marked by a blue flare. You've got thirty-five seconds to make it once you start, which is more than enough time if you avoid stumbling on obstacles and people.

Item Acquistion



During this run, you'll pass a Health Shrine. You can't pick it up during the run, but it's easy enough to go back and retrieve it later.

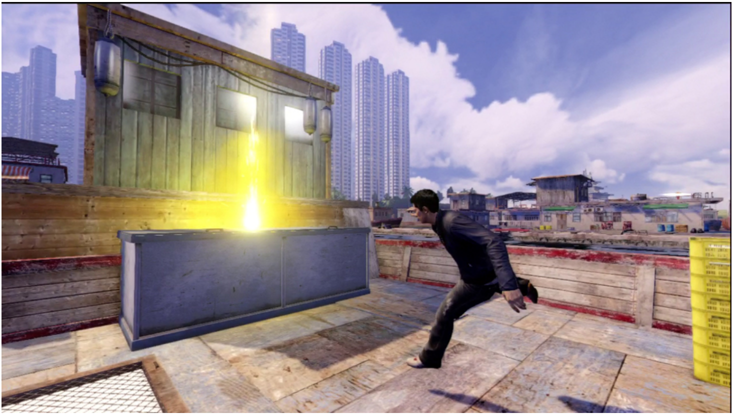
27. Show What You've Got Again

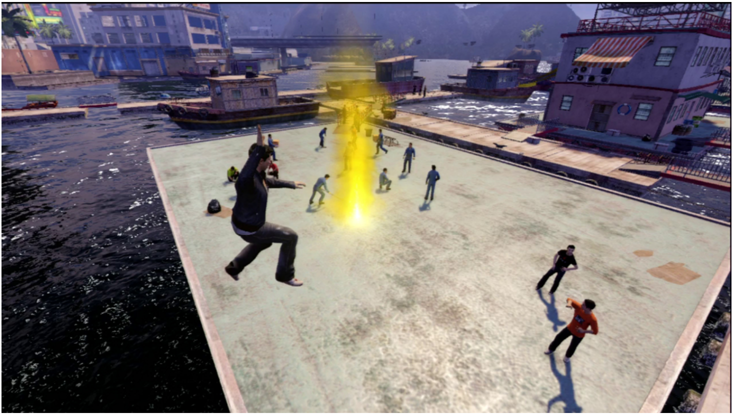
Client: Dusty

Location: Kennedy Town

Reward: HK $2000

Tripping hard off of ‘shrooms, Dusty lost the runner he was supposed to film, and he needs Wei’s help once more.





Another quick run to make, you still have thirty-five seconds to reach the goal flare, but the course you're expected to run is a bit more complex this time, and there are a lot more people in the way. As long as you're on point with your freerunning moves, any slowdown caused by pedestrians shouldn't be enough to prevent you from reaching the goal on time.

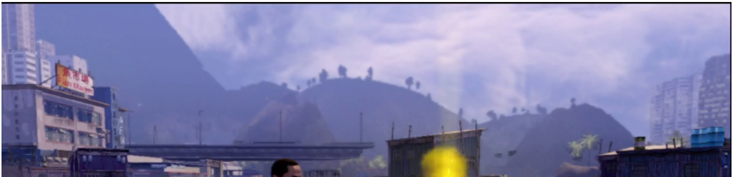
28. Make Ilyana Sweat

Client: Ilyana

Location: Central

Reward: Lock Boxes appear on the mini-map

After meeting Ilyana at the K-Bar during King's visit to Hong Kong, Wei managed to get her phone number. After a phone call, she agrees to meet Wei at the club for a date.



Ilyana's idea for a date is a freerunning race across the rooftops behind the K-Bar. It's a simple race—just follow the directional arrows to guide you along the right route and use the Action button to clear obstacles quickly. You should be able to beat

Ilyana to the finish line. Making her sweat on the rooftops gives Wei the ability to see Lock Boxes on the mini-map.

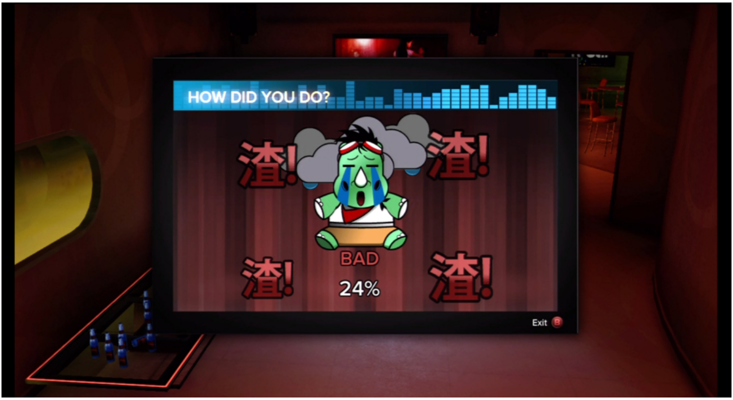
29. Real Men Don’t Karaoke

Client: Jack

Location: Central

Reward: HK $500

Jack has a problem many people have—he can’t sing. He’s terrible at karaoke, and his girlfriend thinks that real men ought to be able to sing. He wants Wei to show her how wrong she is by singing poorly at the K-Bar’s Karaoke room.



This is as simple as favors get. Pick any song, and do your worst. After you turn in a heart-wrenching performance of your favorite track, Jack's girlfriend realizes that he's not all that bad, and you get some pocket change (and possibly some laughs) for your efforts.

30. Fast and Hot Sandra

Client: Sandra

Location: Aberdeen

Reward: HK $15000, Victoria Peak Races

After the "Fast Girls" Main Story mission, Sandra informs Wei that he is allowed to take her on a second date, and gives him her phone number. Call her up as soon as possible, and she agrees to go out with Wei and waits for him in Aberdeen. Once you get there, Sandra already has a supercar lined up for the ride, and she has speed on her mind.

To satisfy Sandra, you need to race at full bore for a full minute. No letting off the gas, no hitting the brakes. The solution should be obvious: Plot a course to a nearby freeway, and hold down the accelerator once you're there. The curves here are easy to take at full speed, and the car you're using is incredibly maneuverable, allowing you slip through traffic with ease.

After a minute of pure speed, Sandra requests to be taken back to her apartment. After they spend some quality time together, Wei earns some cash and access to races on Victoria Peak.

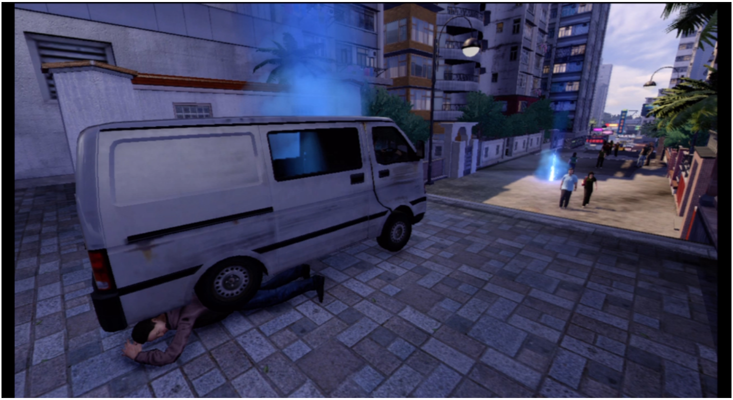
31. Tang's Toy

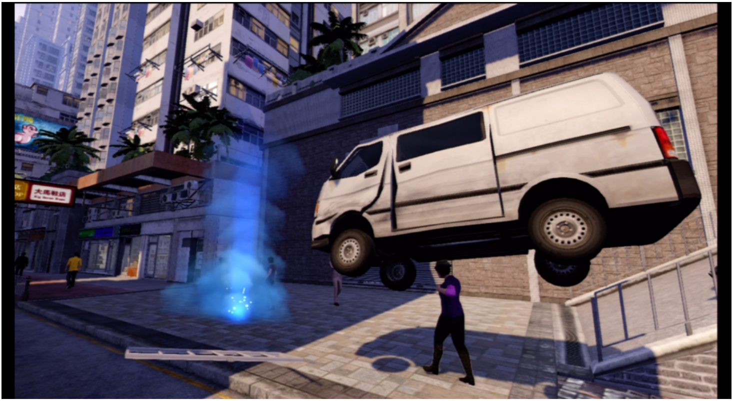
Client: Dr. Tang

Location: Central

Reward: HK $500, Tourist Outfit

Dr. Tang wants Wei to test out a new tracking device that he has developed for the Sun On Yee. If it works as well as he advertises, the Triad will have a new and easier way to smuggle drugs and weapons throughout Hong Kong.





The tricky part is in how Tang wants you to test the device. It's currently flowing through the sewers, and in order to track it, you need to drive after it in his test van. This will take you on a complex, winding path throughout much of Central, following blue flares as they appear on the ground. The flares disappear on their own, indicating that the tracker has moved on. If you fall too far behind, you'll fail the favor.

It's a good thing that Cop points are not on the line during this mission. You can expect some serious collateral damage, and much of the path you're expected to drive takes you through areas filled with heavy foot traffic. This, in turn, can get the cops to start chasing you.

32. Tang's New Toy

Client: Dr. Tang

Location: Central

Reward: HK $1500

The Sun On Yee scientist has deployed another tracker, but this time it's moving faster than before. He's provided another vehicle for you to chase it down.

It's another wild drive through Central in pursuit of a package you haven't even seen for yourself. The car Tang has set up for this favor is much smaller than the van from before, which means you can expect to be taken though some tighter spaces for the chase. The flares disappear much faster this time, so mistakes in your driving can prove more costly.

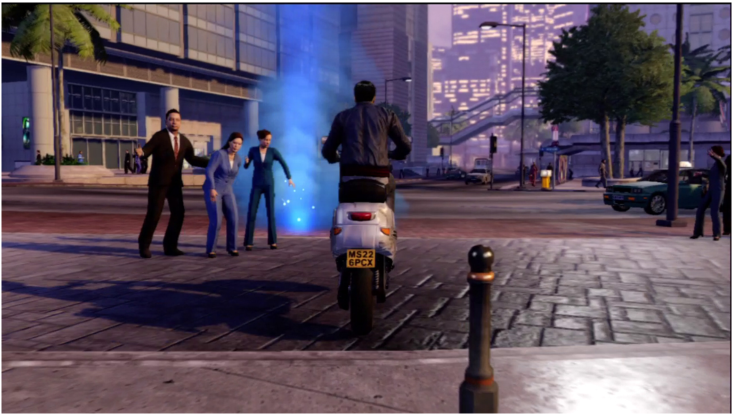
33. Tang's Newer Toy

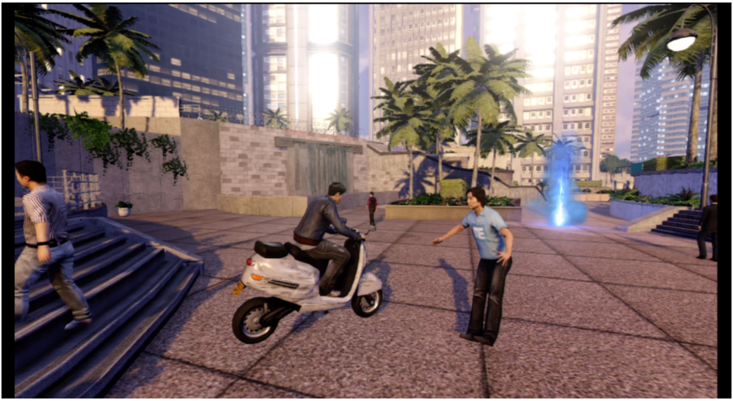
Client: Dr. Tang

Location: Central

Reward: HK $2000

The mad doctor has one final test for you to run. A specialized GPS device that he is working on is supposed to be capable of helping you evade the HKPD with greater ease. To test this, he wants you to drive through Central on a scooter.





This drive is shorter than the others, but still fairly tough if you're trying to avoid civilian casualties. The scooter loses speed for hitting pedestrians, and the flares vanish even quicker. Happy driving!

34. Beat the Heat

Client: Calvin

Location: Central

Reward: HK $10000

Calvin is waiting by the Undercover Police HQ in Central, and when he spots Wei he asks yet again for Wei to act as a driver. The reason for this becomes explosively clear as most of the vehicles in the parking lot are reduced to flaming piles of metal.

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POLICE

Convention Center

You can't fault Calvin for his ambition. As soon as you climb into the getaway car, the Heat level shoots up to 4. You have to lose these cops fast. The amount of gunfire they'll be pouring at you will destroy your ride very quickly. Taking large jumps can help shake the cops quicker, so look for opportunities to take flight. Large stairwells can also act as sufficient ramps to help launch your car while evading the Heat, particularly near the dining hall the wedding took place in and the surrounding park area.

Once the police give up the chase, stop to drop Calvin off anywhere you please.

35. Broken Parts

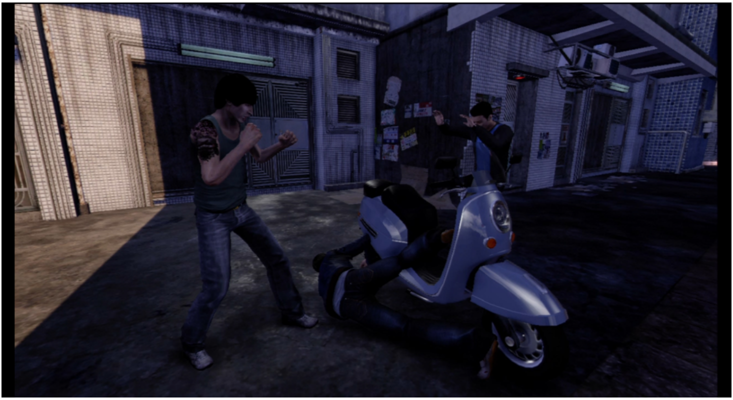
Client: Chow

Location: Aberdeen

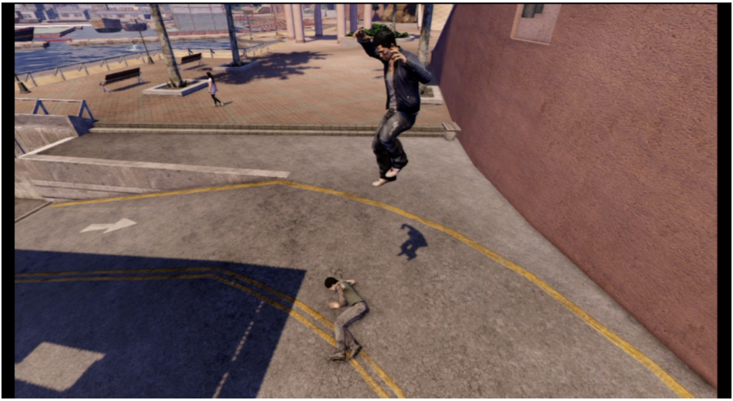
Reward: HK $2500

Off to the side of a street in Aberdeen, you can find Chow lamenting his inability to fix his motorcycle, and he asks for your assistance.

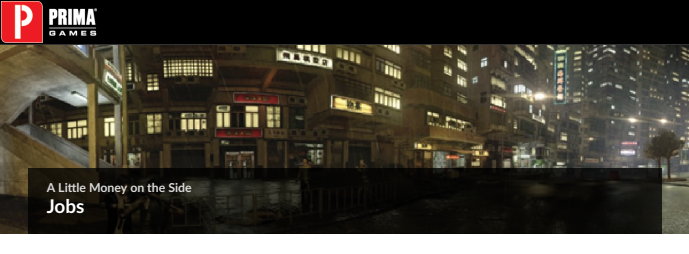
Stop me if you've heard this setup before.



Yes, it's a trap. A mugger comes running up while you inspect the bike, clocks you in the back of the head, and runs off with a chunk of your cash. Chase him across the street, where the thief makes an epic leap off the ledge in hopes of escaping you—

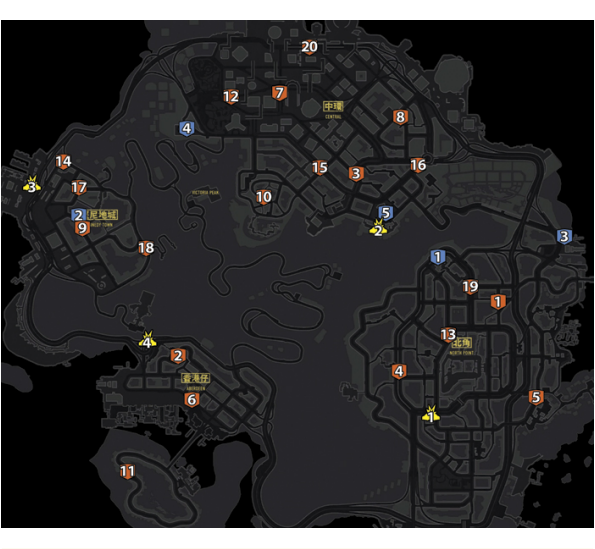


—only to break his leg on the landing. If it weren't for that whole "punching you in the back of the head" thing, one might feel inclined to show some sympathy to the poor idiot. Finish him off to get your money back.



A Little Money on the Side

Jobs



Click here for interactive maps

The three major side jobs become available at different points in the game, and exist to help build up your Face level and your overall cash reserves.

Martial Arts Club

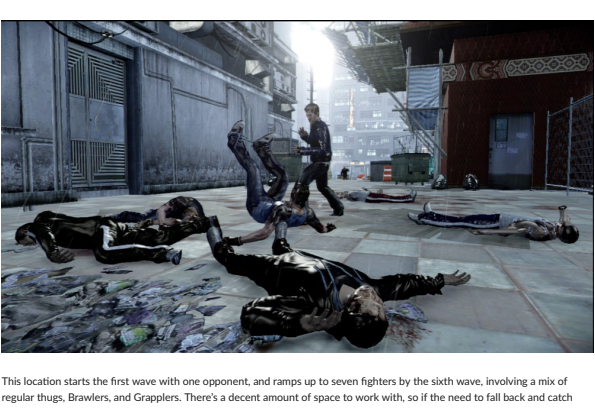
1. Martial Arts Club: North Point

Client: Martial Arts Club

Location: North Point

Reward: HK $15000, Shen Zen Outfit

After the Main Story mission that introduces you to the martial arts training school, four martial arts clubs open up around Hong Kong. Wei Shen can test his skills at each club, fighting six waves of opponents for cash and clothing prizes. The rules at each club are quite simple: Survive by using everything you have in your hand-to-hand arsenal. The first of these clubs is found in North Point, literally next door to the martial arts school. It's the easiest of the four clubs, so it's a good target early in the game. However, it is possible to beat every single club as soon as the game allows you to challenge them, assuming your skills are up to the task. Martial arts clubs also count as jobs toward your completion total. All of the clubs can be challenged again to earn another cash reward.



This location starts the first wave with one opponent, and ramps up to seven fighters by the sixth wave, involving a mix of regular thugs, Brawlers, and Grapplers. There's a decent amount of space to work with, so if the need to fall back and catch your breath comes up, you can do that. This club enjoys a serious environmental hazard you can exploit to your benefit. The railing at the back of the arena looks over a fairly long drop, and it's possible to throw your victims over the railing, immediately removing them from the fight while also building up your Face Meter quickly.

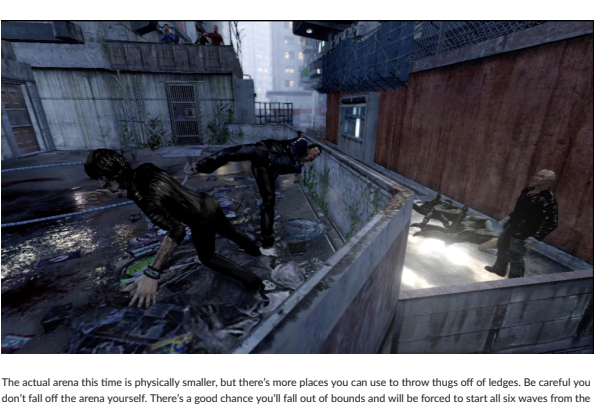
2. Martial Arts Club: Central

Client: Martial Arts Club

Location: Central

Reward: HK $30000, Manhattan Melee Outfit

This is the second of four martial arts clubs, featuring both an increase in difficulty and in reward for successfully beating down the opposition.



The actual arena this time is physically smaller, but there's more places you can use to throw thugs off of ledges. Be careful you don't fall off the arena yourself. There's a good chance you'll fall out of bounds and will be forced to start all six waves from the beginning.

Speaking of those six waves, it's a slow start as before, with a single thug facing you on the first wave, building up to a nine-on-one fight for wave six.

3. Martial Arts Club: Kennedy Town

Client: Martial Arts Club

Location: Kennedy Town

Reward: HK $60000, Hog Pen Row Outfit

This is the third of four martial arts clubs, featuring both an increase in difficulty and in reward for successfully beating down the opposition.

The Kennedy Town club doesn't have a convenient ledge to fling people off of, so you'll have to slug it out and slam thugs head-first into the nearby cargo containers. There is a jump in the number of foes you'll be facing during the final waves, with the sixth wave featuring a dozen opponents of various types. If you're taking this club on early in the game, you likely do not have access to the most powerful melee moves in Wei's arsenal, which can make this club a rough fight. Remember to time your Counters well to avoid getting caught in middle of the recovery animation for missed Counters. With so many opponents in the later waves, mistakes can be very costly.

Be especially wary of getting grappled from behind. With so many more opponents around, there are a lot of people who can deny your escape attempts and cost you a lot of health. Make sure you stun any other thugs closing in before trying to mash your way out of the grapple.

4. Martial Arts Club: Aberdeen

Client: Martial Arts Club

Location: Aberdeen

Reward: HK $150000, The Bon Gak Outfit

This is the last of four martial arts clubs, featuring both an increase in difficulty and in reward for successfully beating down the opposition.

As the last of the martial arts clubs, it is the hardest, featuring the most opponents and a more confined space than the previous battle, while also lacking any quick ways to remove an opponent from the field for extra Face. The final wave puts you up against thirteen opponents, with every preceding wave featuring more opponents than you've seen per group at other clubs. This will likely be the hardest test in hand-to-hand combat you can face early on in the story. If you've made it this far, you already have a fairly good idea on how to deal with large crowds of enemies, and those lessons still apply here.

Note

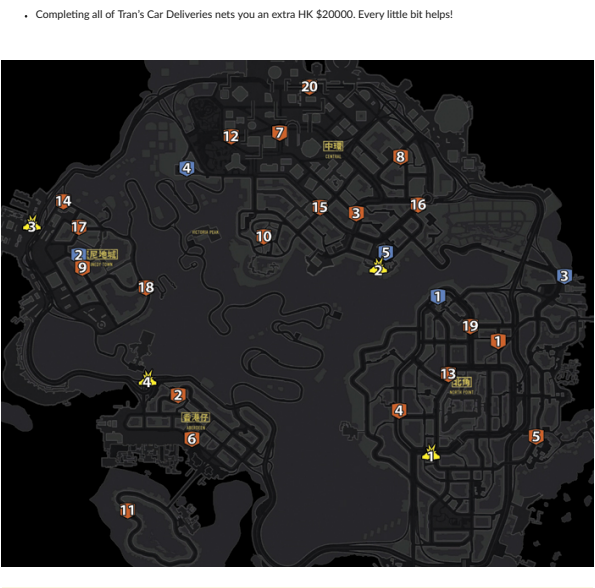
Completing all four martial arts clubs earns you the "Martial Law" achievement/trophy.

Car Deliveries

After the "Popstar" Case has been closed, and Wei has solidified some measure of trust in the Water Street Gang, Jackie's Uncle Tran will have some work lined up for him: finding cars to be sold to customers at his chop shops. Tran has a surprisingly extensive network of spotters that allow him to find target vehicles quickly for people like Wei, who then go out and "acquire" those vehicles from their owners and drive them back to a designated garage. As soon as Tran texts Wei the general location of a car, it will appear on the mini-map and can even be used as a GPS target. There are twenty targets to steal being driven around Hong Kong.

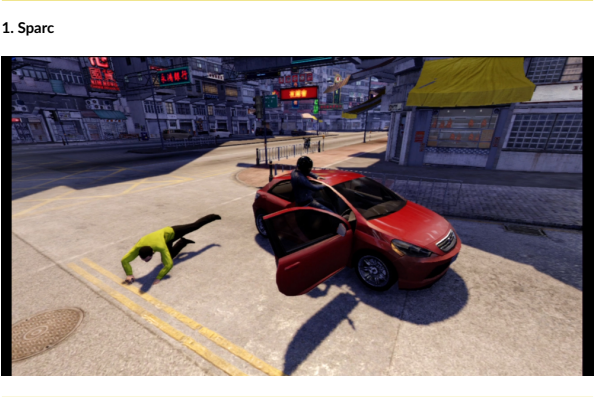
This is an incredibly lucrative job, if you're able to deliver the cars in mint condition. Early rides aren't worth so much, but some of the later cars you're asked to bring in are worth hundreds of thousands in HK dollars. If you want to truly max out your reward, you're going to have to show more finesse while taking and delivering these cars! Some helpful tips include:

- Take a reasonably fast and bulky car to each target. Every vehicle that Tran wants is being driven by its owner, and you need to jack it from them. You can use your ride to block their route, forcing them to stop, and making the carjacking less likely to involve damage to the target.
- All damage done to the target counts against the value of the car! This means damage you cause, as well as damage the owner causes. Be careful when setting up each heist. An Action Hijack, for example, is not the best way to handle these missions, as there's a good chance you'll end up ploughing into things while Wei takes over the car.
- These missions aren't timed, so there's no need to rush each delivery. Driving dangerously can lead to accidents and reduced value to the car. The more expensive a vehicle is, the faster its value plummets after serious impacts.
- Make sure the police aren't around to witness the carjacking! If the HKPD gets involved, damage to the target is almost inevitable.
- Use the listing of targets in the guide to help place yourself near every target's general starting location before calling up Tran. It just makes things a bit easier.
- If you feel the target has taken too much damage, just drive it into the ocean and try again.
- Completing all of Tran's Car Deliveries nets you an extra HK $20000. Every little bit helps!



Click here for interactive maps

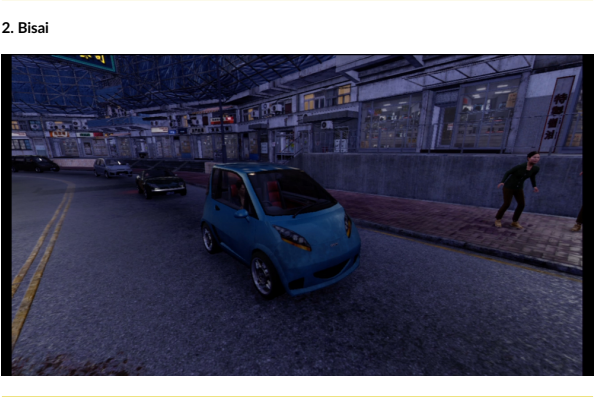
1. Sparc



Location: North Point (typically within a few blocks of Club Bam Bam)

Maximum Value: HK $42450

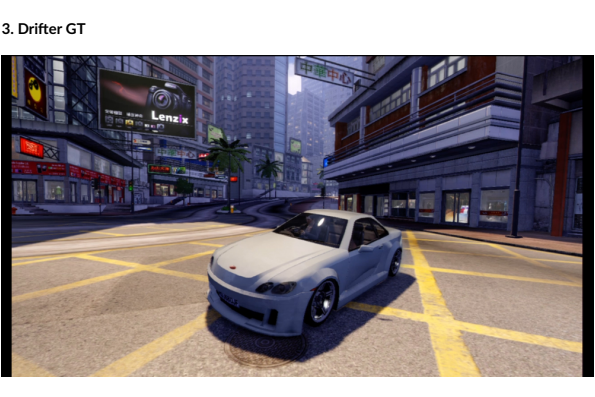
2. Bisai



Location: Aberdeen (typically starting in the northwestern portion of the area)

Maximum Value: HK $23200

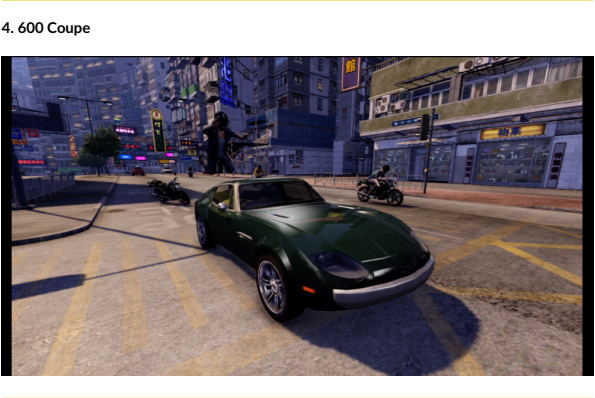
3. Drifter GT



Location: Central (usually starting in the Commercial District)

Maximum Value: HK $86725

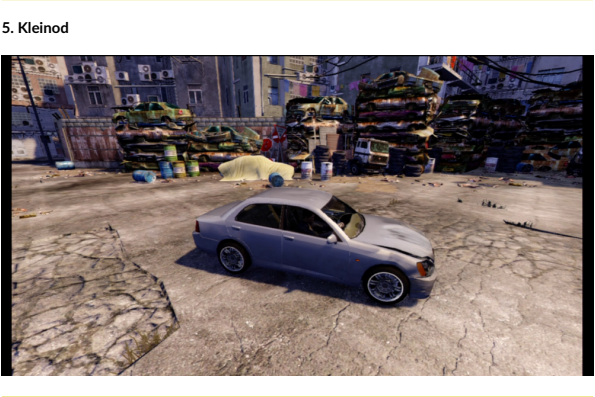
4. 600 Coupe



Location: North Point (starting near the temple)

Maximum Value: HK $19350

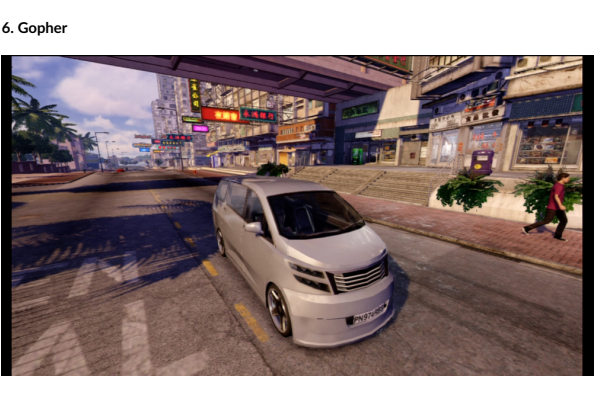
5. Kleinod



Location: North Point (eastern side)

Maximum Value: HK $73250

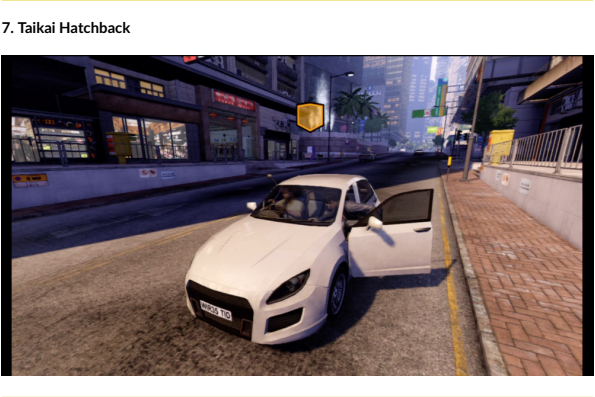
6. Gopher



Location: Aberdeen (starting close to the harbor)

Maximum Value: HK $32825

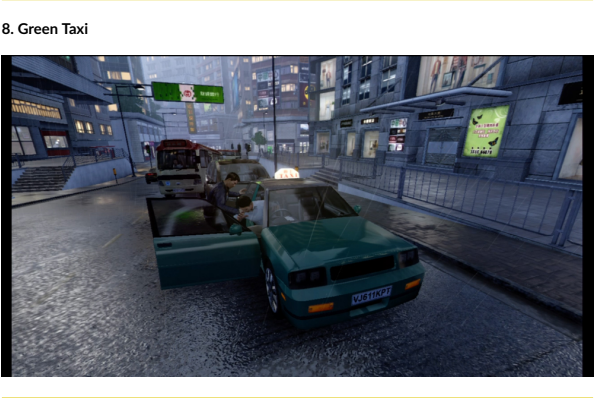
7. Taikai Hatchback



Location: Central (starting in the Business District)

Maximum Value: HK $31350

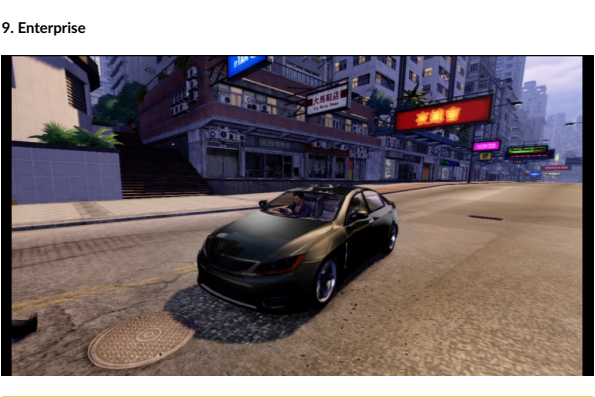
8. Green Taxi



Location: Central (usually starting close to Wah Fi Storage)

Maximum Value: HK $32825

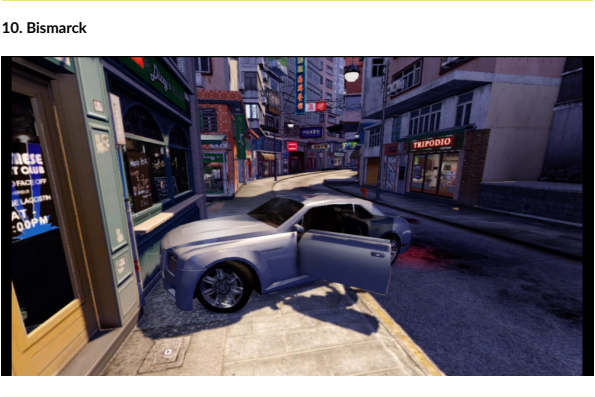
9. Enterprise



Location: Kennedy Town (starting south of the Sun Yat Housing Complex)

Maximum Value: HK $115600

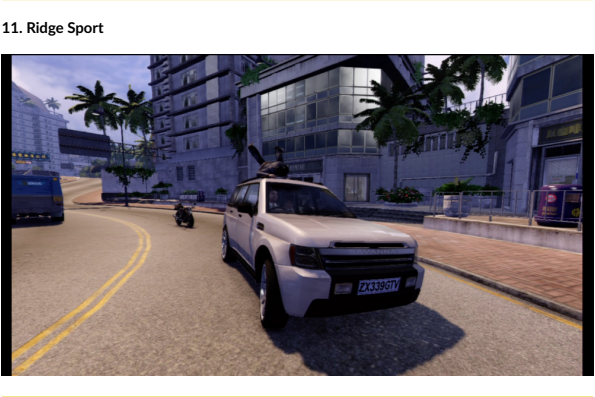
10. Bismarck



Location: Central (starting close to the K-Bar)

Maximum Value: HK $347563

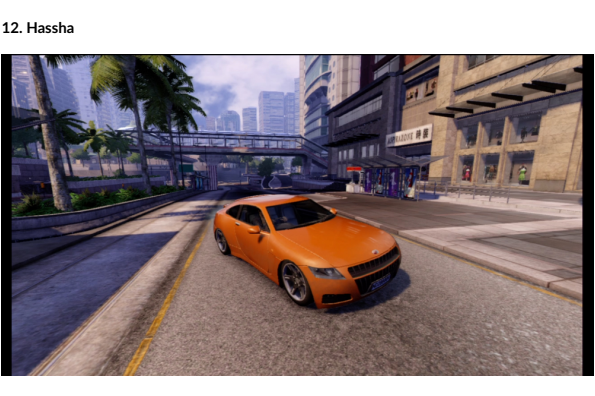
11. Ridge Sport



Location: Aberdeen (starting on the connecting island)

Maximum Value: HK $113675

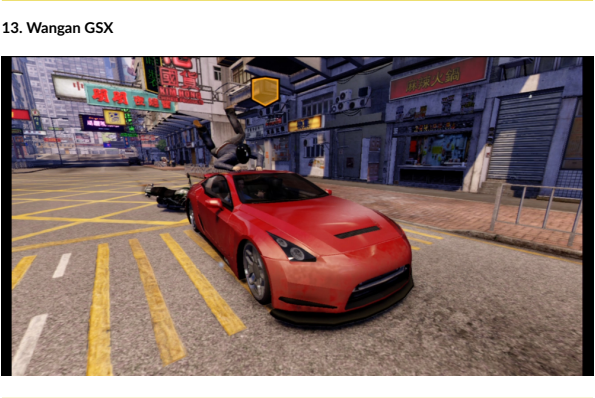
12. Hassha



Location: Central (starting close to the hospital)

Maximum Value: HK $86725

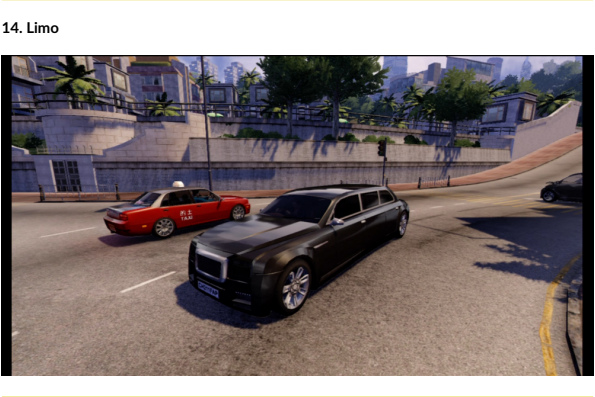
13. Wangan GSX



Location: North Point (driving close to the Night Market)

Maximum Value: HK $211850

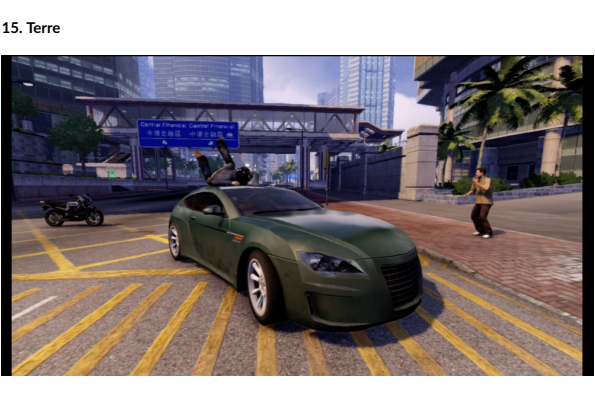
14. Limo



Location: Kennedy Town (starting at the shipyards, moving on to the freeway)

Maximum Value: HK $471725

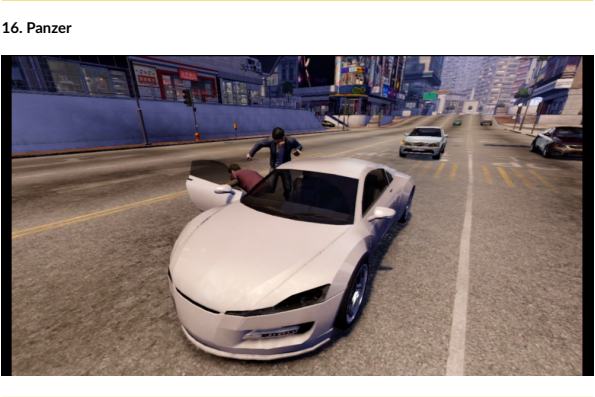
15. Terre



Location: Central (close to the Commercial District)

Maximum Value: HK $596850

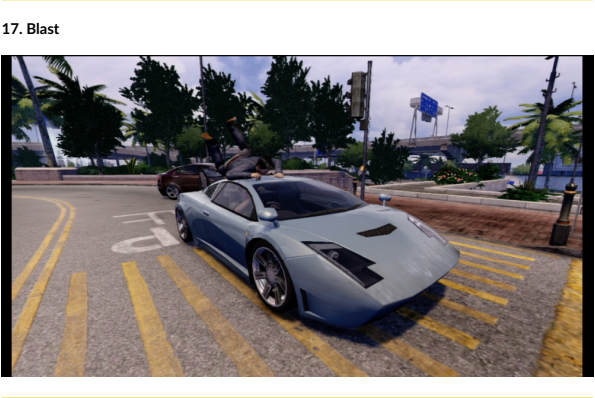
16. Panzer



Location: Central (starting northeast of Sui Shan Alley)

Maximum Value: HK $240725

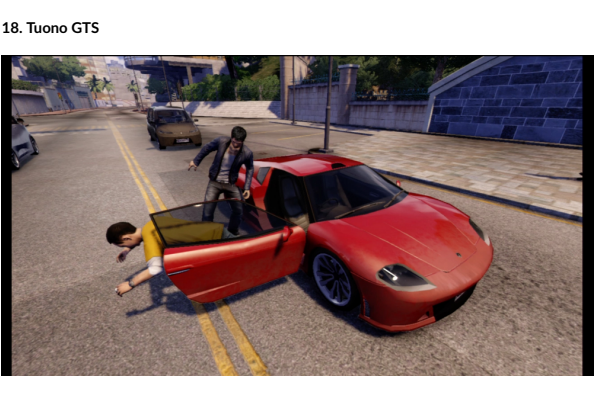
17. Blast



Location: Kennedy Town (near the Sun Yat Housing Complex)

Maximum Value: HK $288850

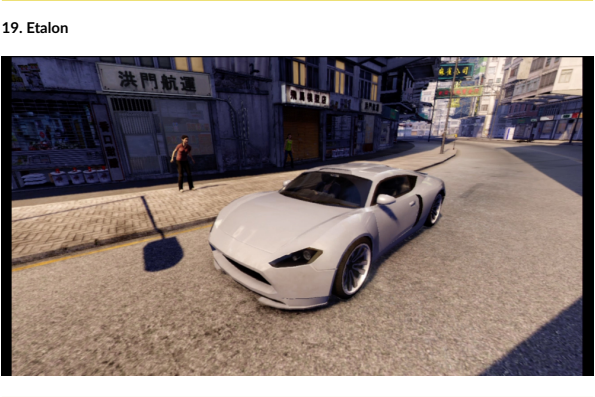
18. Tuono GTS



Location: Kennedy Town (starting near the cemetery)

Maximum Value: HK $308100

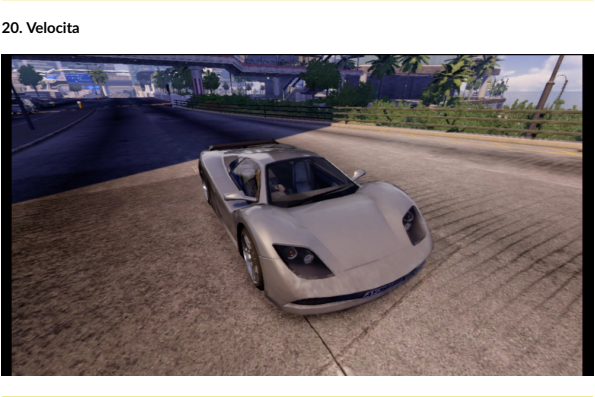
19. Etalon



Location: North Point (starting near Kam Chuk Overpass)

Maximum Value: HK $336975

20. Velocita



Location: Central (starting northeast of the Business District)

Maximum Value: HK $385100

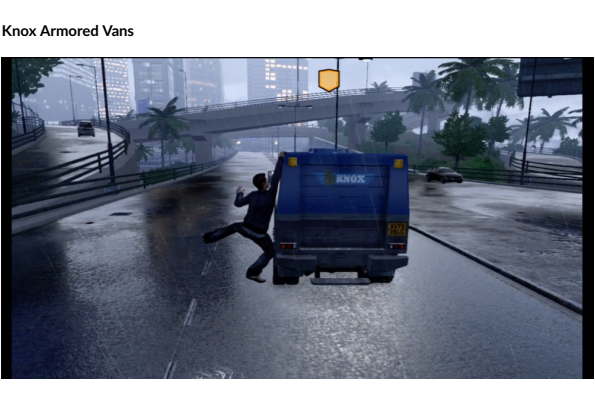
Debt Collection

Roland Ho is a money lender and debt collector connected to the Sun On Yee. The business is, as Uncle Po puts it, quite lucrative. People always tend to spend more money than they actually can safely afford to, and many of those people borrow money to pay off their debts. Most of the time, they keep up with their payments just fine.

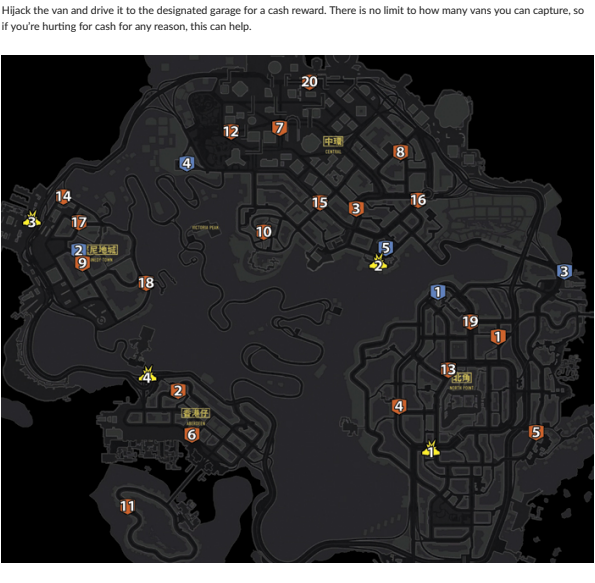
Sometimes, you have to ask more than once. Sometimes this might involve a personal visit to the person late on payments. Maybe it involves cars. Maybe it involves freerunning through a city neighborhood. Whatever it does involve, Roland Ho has had to ask more than once for these clients to pay off their debts, and now Wei is being sent to ensure payment. There are five important debts that Roland wants Wei to handle, plus an additional side job that can be handled at any time you just happen to see the opportunity.

Including the work done for Roland during the "Uncle Po" Main Story mission, there are six Debt Collection jobs.

Knox Armored Vans



Knox is a company that handles money transfers between banks and businesses, and they happen to be in debt. They have refused to pay, so Roland wants to hit them where it hurts: their delivery vans. He wants you to take any that you see on the street and bring them to him. Any time a van is in your general vicinity, it will be marked on the mini-map. You can then Action Hijack the van and drive it to the designated garage for a cash reward. There is no limit to how many vans you can capture, so if you're hurting for cash for any reason, this can help.

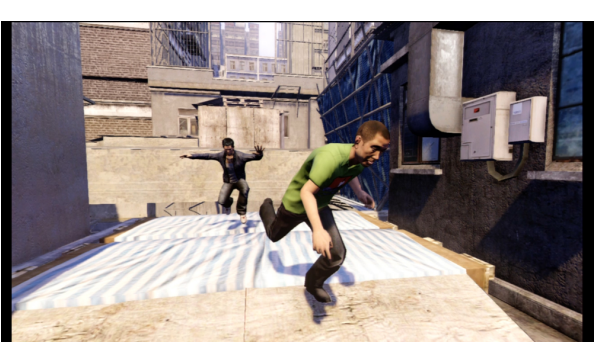


Click here for interactive maps

1. Collection: Samson Gao

Location: North Point

Reward: HK $20000



Samson can be found on an overpass in North Point. The confrontation is non-violent, but instead of paying up, Samson chooses to flee on foot. He's a surprisingly quick freerunner and leads you on a winding chase, but eventually he gives up after an exciting series of jumps and vaults, and you catch him atop the overpass. Samson immediately relinquishes payment and runs away.

2. Collection: Norbert Yang

Location: Kennedy Town

Reward: HK $20000

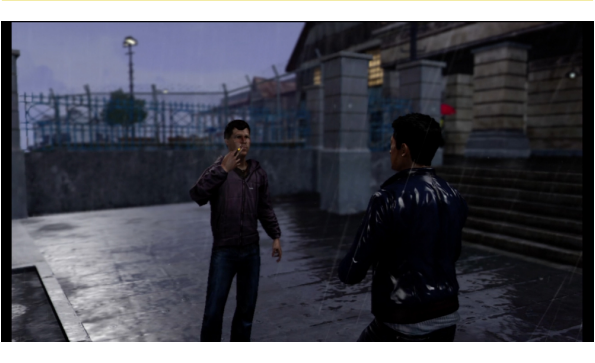
Norbert owns a massage parlour at the center of Kennedy Town, but is refusing to cough up the money he owes despite his successful business. When you arrive there to collect payment, Norbert refuses to budge. He's got police protection, and says that you can't touch him without getting into serious trouble with the law. Technically, he's right.

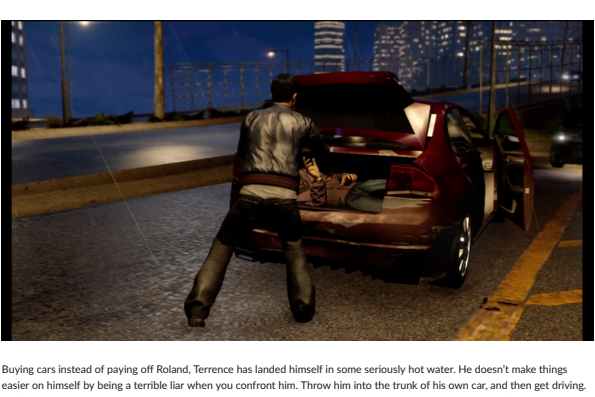
The solution to this is to find Norbert some customers. The nearby alley is full of vagrants you can offer a cheap bribe to. With them in tow, go back to the massage parlour and watch the vagrants be themselves. Norbert immediately succumbs in hopes of getting rid of his new patrons.

3. Collection: Terrence

Location: North Point

Reward: HK $20000





Buying cars instead of paying off Roland, Terrence has landed himself in some seriously hot water. He doesn't make things easier on himself by being a terrible liar when you confront him. Throw him into the trunk of his own car, and then get driving. You'll need to be at or approaching top speed for 30 seconds straight to scare him into paying. However, don't alert the cops during this!

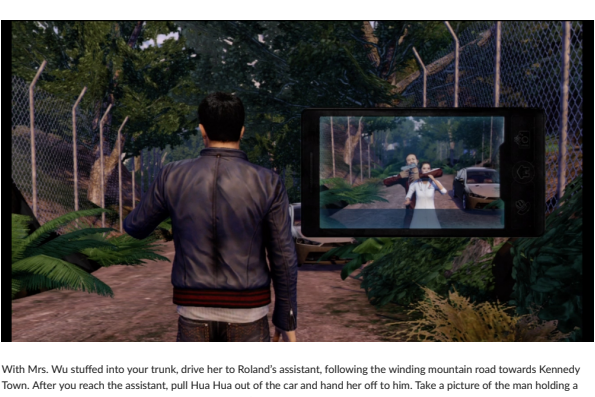
After you speed for 30 seconds, you can pull Terrence from the trunk to get the payment.

4. Collection: Tommy Wu

Location: Central and Kennedy Town

Reward: HK $20000

This collection is a bit more involved than the previous two. Tommy Wu is not only in debt to the Triad, but he's also a cop, which makes enforcing the payment a bit more difficult. However, there are still weaknesses to take advantage of, such as his wife, Hua Hua. Go to the hospital in Central and throw her into the trunk of your car. Be sure not to accidentally kill her, as she's not one for much punishment.



With Mrs. Wu stuffed into your trunk, drive her to Roland's assistant, following the winding mountain road towards Kennedy Town. After you reach the assistant, pull Hua Hua out of the car and hand her off to him. Take a picture of the man holding a gun to her head. With the bait successfully created, it's time to go meet with Tommy in Kennedy Town.

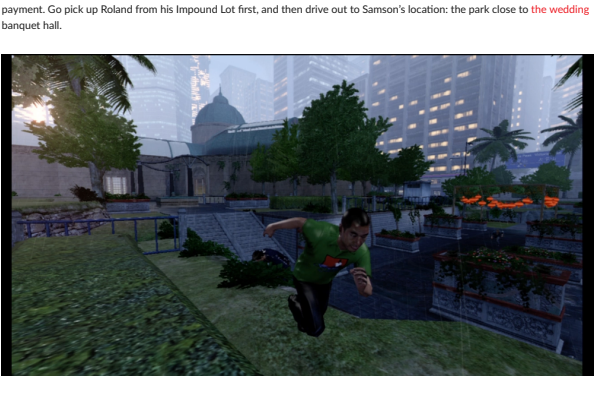
Tommy is initially reluctant to pay, but the text message showing his wife at gunpoint changes his mind.

5. Collection: Samson Sequel

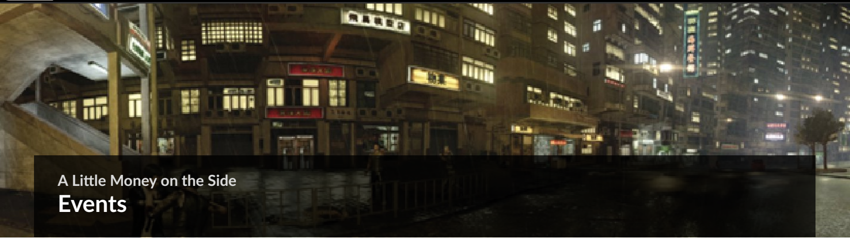
Location: Central

Reward: HK $20000

It turns out that our old friend, Samson Gao, did not learn his lesson. He's managed to get further into debt, and is still avoiding payment. Go pick up Roland from his Impound Lot first, and then drive out to Samson's location: the park close to the wedding banquet hall.

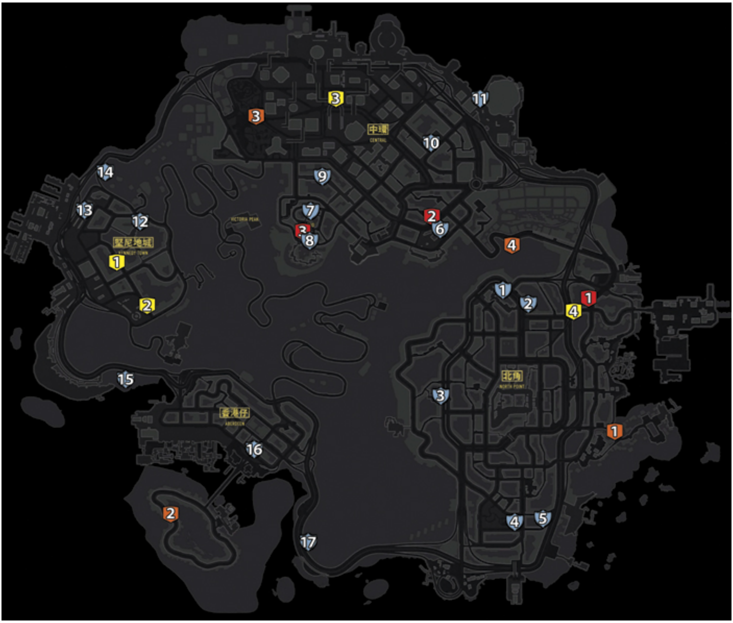


As you walk up to Samson, he doesn't even bother to chat, but just starts running. Follow him through the park. Eventually, Samson traps himself on another walkway, caught between both Wei and Roland. Wei tries to talk some sense into Samson, interested only in getting the payment, but Samson has his own solution to his debt woes. In the end, Wei refuses to handle any more collection jobs for Roland.



A Little Money on the Side

Events



Click here for interactive maps

There are four types of events that become available at different points during the main story missions. Each event provides a cash reward along with a Face point bonus.

Drug Busts

There are seventeen Drug Bust missions that open up after the second lead in the “Popstar” Case, and all Drug Busts follow the same three steps.

Step 1: Go to the location held by Triad members and loosen a few teeth, break a few bones, or add a few bullet holes in them until the thugs all run off. Once you meet the required defeated thugs count, any others still standing will immediately try to break away, and there is no need to chase them down. You earn HK $2000 for your trouble.

If the HKPD becomes involved in the fighting, any thugs they cuff or kill count as defeated, which is a nice bonus, but then you’ll have to flee the area to lose the cops before you can return for step 2. In these instances, avoid attacking or killing the police officers if at all possible. Harming the HKPD will raise the Heat rating and make your life that much more difficult when it’s time to escape.

Step 2: Hack the Spy Camera in the area. Hacking cameras involves locating their control box that has a wire running from it directly to the camera itself. You can also spot these boxes from a distance by their flashing green light indicator. The minigame is the same across all camera hacks, but the passwords are randomized. Failing to guess the password in six attempts causes the system to reset and form a new password.

Step 3: Go back to your safehouse in North Point, or the Aberdeen Boathouse (once it is unlocked), which contain flat screen televisions that are connected to the HKPD surveillance network. You can access the cameras you’ve hacked to then identify the leader of the drug-dealing ring you just beat down. They will be called out by a shield icon over their heads. After marking the suspect, the HKPD will then move in to make the arrest, and you’ll receive Cop points and a cash reward.

Some Drug Bust locations require either a boat or some swimming to reach. Those will be indicated in their short description.

Tip

Because it would be time consuming to go out to a location, beat up thugs, hack cameras, and go back to the safehouse after each battle, it’s suggested you instead treat this as one long road trip where you drive from point to point around the whole city and accomplish everything you can before you head back to your safehouse to coordinate the arrests.

1. Drug Bust: Lu Mei Alley

Location: North Point

Reward: HK $2000 (Defeat Nearby Thugs), HK $10000 (Making the Bust)

港龍麻雀公
永鴻銀行
拖車場
麻辣火鍋

MOVIT
HN280BXE

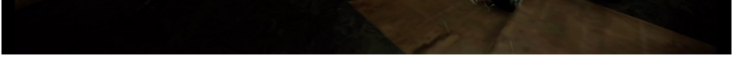
Though it's called an alley, the hangout for the thugs is right up against the street, which gives you plenty of moving environmental hazards to throw them into if you're so inclined.

2. Drug Bust: Kam Chuk Overpass

Location: North Point

Reward: HK $2000 (Defeat Nearby Thugs), HK $10000 (Making the Bust)

西醫何必利
5555 - 60873
食品批發

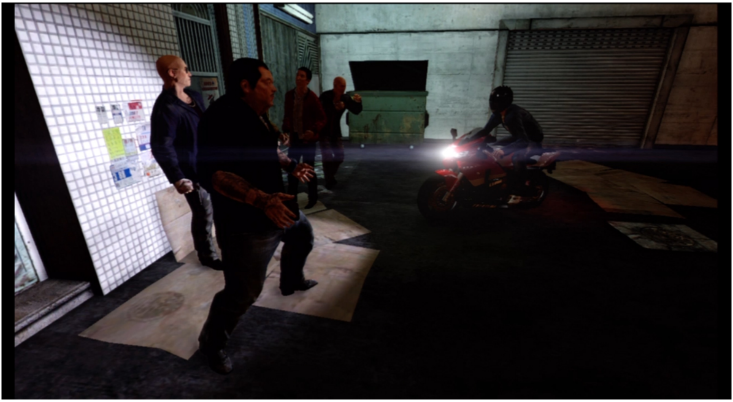


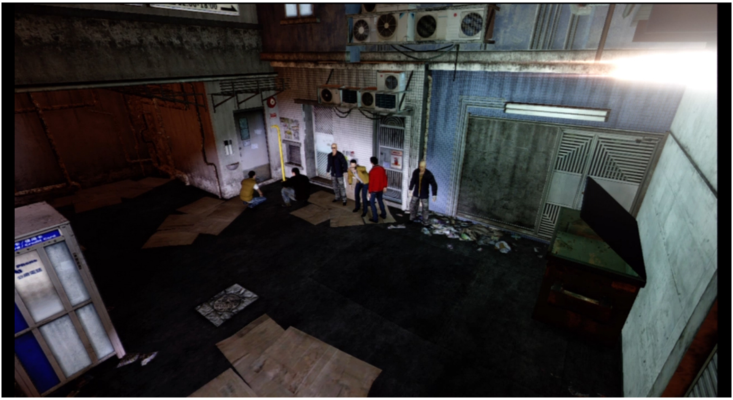
The little space near the stairs up to the overpass is somewhat restrictive, but you have direct access to the streets to throw thugs into traffic, and there are a few phone booths you can use to take out thugs quickly.

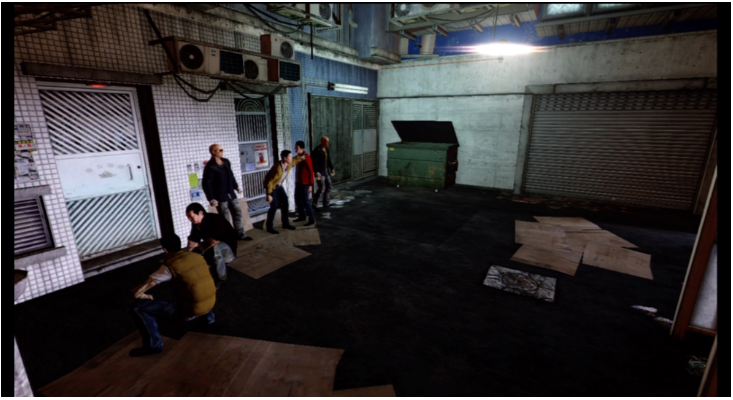
3. Drug Bust: Foo Long Overpass

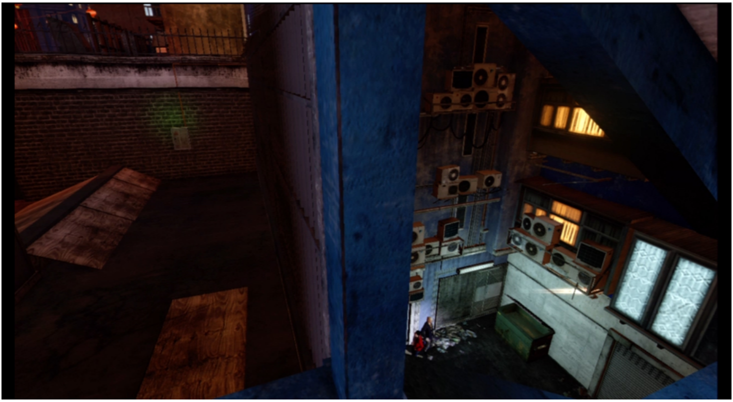
Location: North Point

Reward: HK $2000 (Defeat Nearby Thugs), HK $10000 (Making the Bust)









A very similar layout to the Kam Chuk Overpass hangout, you've got plenty of environmental hazards to thin out the lowlife population quickly. However, the control box for the camera will require you to climb up the stairs to the overpass and cross the bridge over the street to reach it.

4. Drug Bust: Yau Ling Courts

Location: North Point

Reward: HK $2000 (Defeat Nearby Thugs), HK $10000 (Making the Bust)

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[AI]
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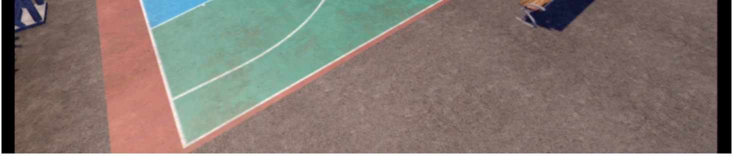
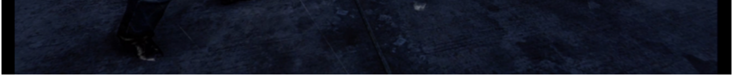


The basketball court hangout is a wide, open area, lacking handy environmental hazards that can easily take out a goon. You'll have to rely on good ol' fisticuffs and the occasional head slammed into park bench.

5. Drug Bust: Denlau Alley

Location: North Point

Reward: HK $2000 (Defeat Nearby Thugs), HK $10000 (Making the Bust)



Another hangout with an unfortunate lack of environmental hazards. It is still possible to seriously harm or knock out a thug by throwing them off of the raised area where the gang all starts off. If you're sneaky, you can approach the hangout from the streets and hack the camera first, but you still need to beat up the gang to complete the Drug Bust.

6. Drug Bust: Sui Shan Alley

Location: Central

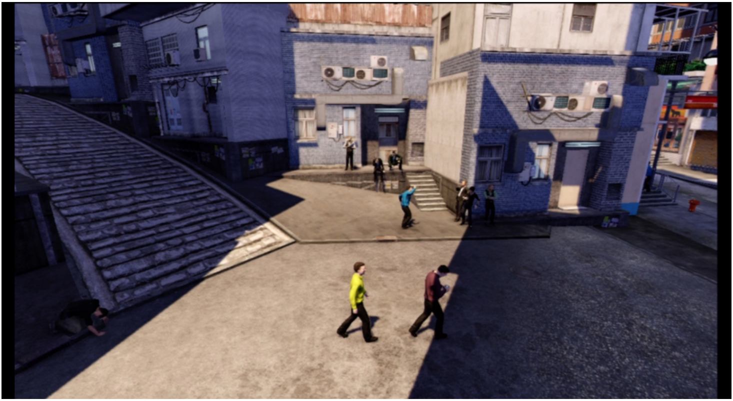
Reward: HK $2000 (Defeat Nearby Thugs), HK $10000 (Making the Bust)

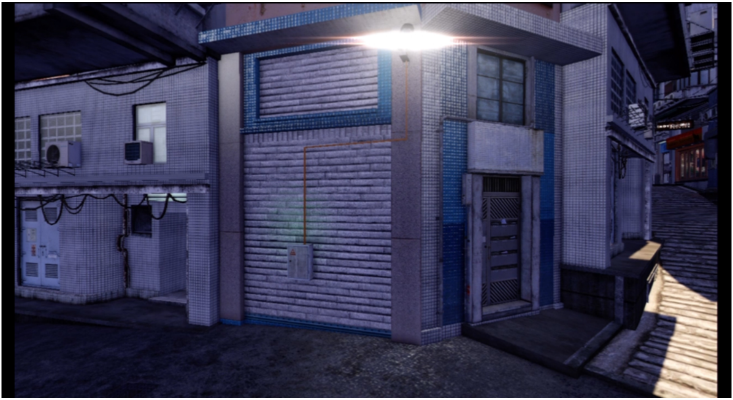
Things start to escalate with this Drug Bust. The goons are starting to come more often armed with knives, cleavers, and tire irons, which will make Grappling more difficult. There's a dumpster and a fuse box you can use on the enemies here.

7. Drug Bust: Tsim Shan Shan Alley

Location: Central

Reward: HK $2000 (Defeat Nearby Thugs), HK $10000 (Making the Bust)





This is an interesting location, as civilian vagrants can become involved in the fighting. Be careful where you throw your melee weapons. They can kill a pedestrian in one shot and quickly alert the police.

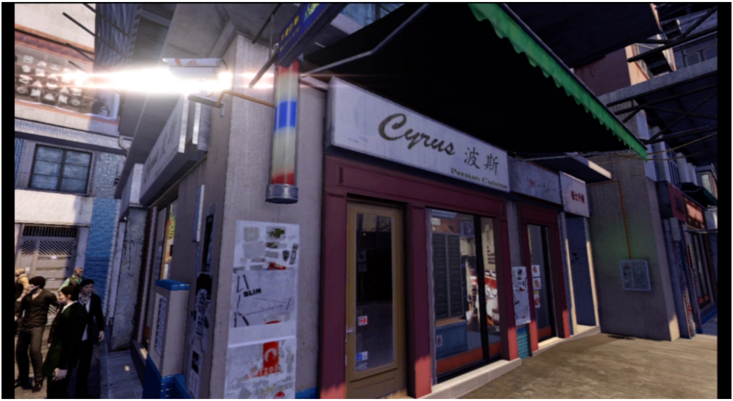
8. Drug Bust: Wang Fu Parking

Location: Central

Reward: HK $2000 (Defeat Nearby Thugs), HK $10000 (Making the Bust)

酒吧
HOME
Indian Sammy
Authentic Indian cuisine
Bar

HOME
DECOR
Indian Sammy
Cyrus 波斯

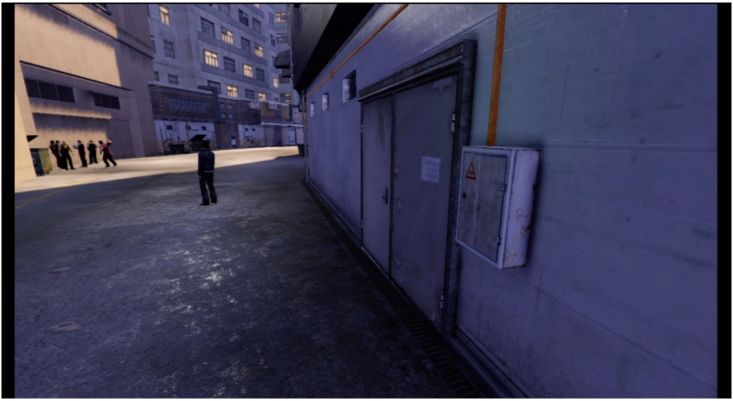


The lot across the street from the K-Bar is the setting here, and there's a number of phone booths, air conditioner units, and even a fuse box at your disposal. This is another high-traffic area that can get civilians caught in the fighting, so watch where you swing. Don't forget that you can also use parked cars as improvised weapons!

9. Drug Bust: Mong Memorial Overpass

Location: Central

Reward: HK $2000 (Defeat Nearby Thugs), HK $10000 (Making the Bust)



The hangout is isolated from the streets, which makes cop or civilian involvement less of an issue. The alley is wide enough that if you want to mix things up a bit, you can take a car into the area and run down the gangsters before hacking the camera.

Item Acquistion

If you haven't already collected it, there's a Lock Box situated close to the hangout.

10. Drug Bust: Wah Fi Storage

Location: Central

Reward: HK $2000 (Defeat Nearby Thugs), HK $10000 (Making the Bust)

MARCEL LAD
45 KGS
SLOW

This underground storage garage packs the enemies close enough that the melee weapons they come armed with are easily exploitable against the initial group. The tight space means you will not need to run very far with Grappled enemies to slam them into walls for extra damage.

Item Acquistion

A Lock Box can be found inside this storage garage, sitting out in the open.

11. Drug Bust: Central Sewage Outpoint

Location: Central

Reward: HK $2000 (Defeat Nearby Thugs), HK $10000 (Making the Bust)

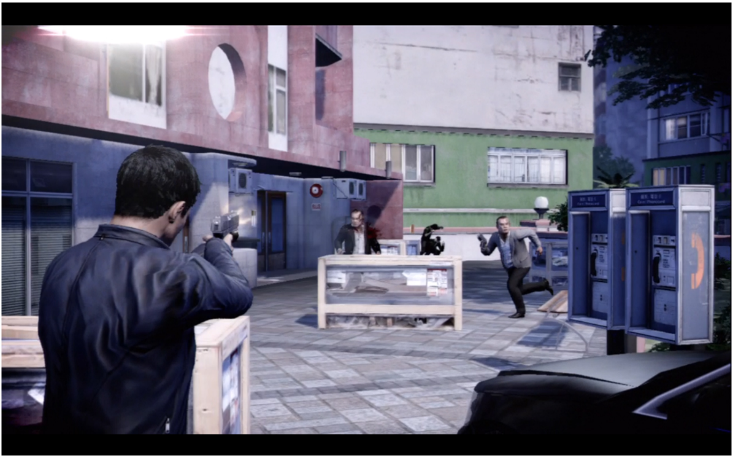
ME
Mortenson Electronic

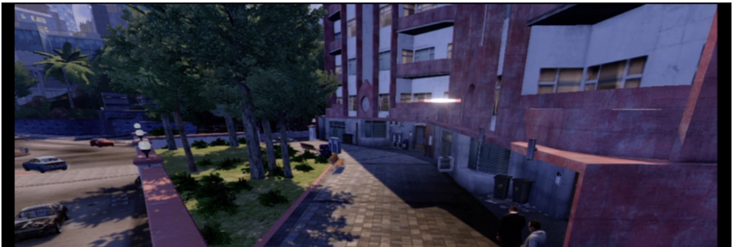
The first of the sewer-based Drug Busts! You'll need to either swim or find a boat to access this location. One of the side passages contains a pistol, which will come in handy here, as every thug is packing heat. To get to this location, you'll have to use a boat, or swim through the entrance from the sea. Be careful if you're taking this on early in the story, as you may not have much in the way of health. Make sure you come with a health regeneration buff at the very least!

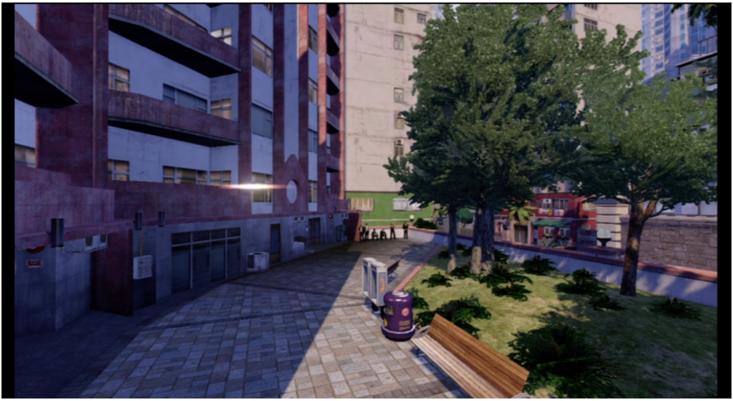
12. Drug Bust: Sun Yat Sun Housing Complex

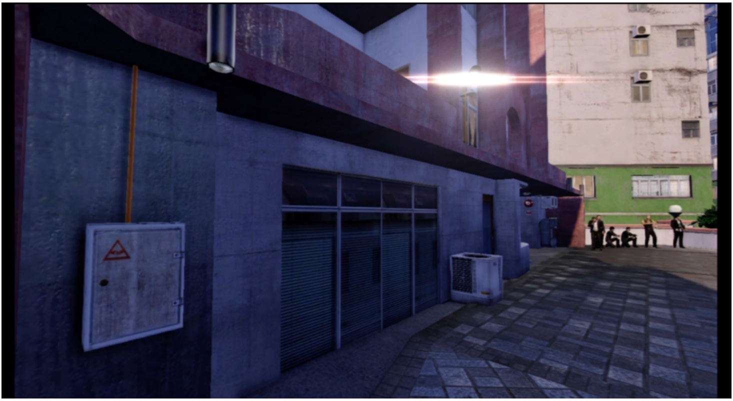
Location: Kennedy Town

Reward: HK $2000 (Defeat Nearby Thugs), HK $10000 (Making the Bust)







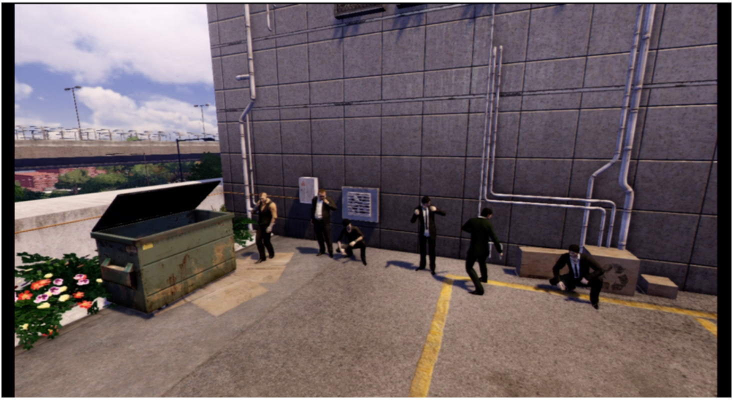


The small park in front of the housing complex is raised up from the street, which will hopefully keep civilians uninvolved in the ensuing gun battle. Make sure you prepare for reinforcements to flood in from the streets. You'll want to have as many bullet time upgrades as you can muster, which will help you eliminate more targets that much faster. Complicating things is the fact that the HKPD will get involved very quickly, which means you'll have to escape them once you've cleared the area, then come back to actually complete the hack.

13. Drug Bust: Wong's Parking

Location: Kennedy Town

Reward: HK $2000 (Defeat Nearby Thugs), HK $10000 (Making the Bust)

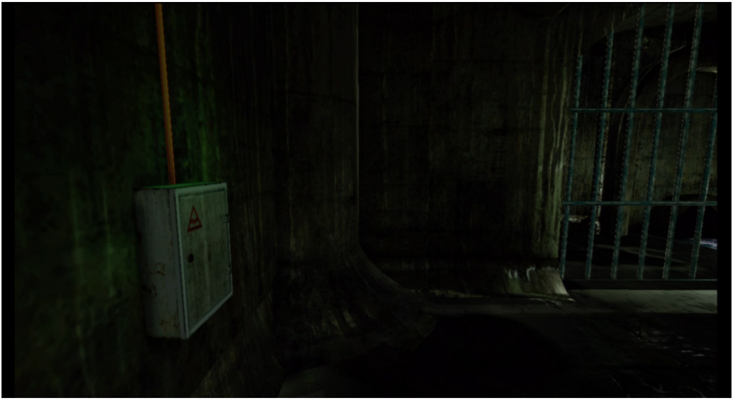


Much of the lot is clear of obstacles, but the thugs all start close to a variety of environmental hazards. If you can pick out the unarmed standard goons from the crowd, you can eliminate quite a few opponents before you get to work on the Brawlers and Grapplers. The big worry here is the sheer number of thugs you've got to put down before the area is considered clear, and the fact that nearly every thug, including Grapplers and Brawlers, is likely to be carrying some type of melee weapon. This extreme test of your skills may be a bit much to handle early in the game, but it is totally possible to slug your way through the fights if you effectively use your Counters.

14. Drug Bust: Water Pollution Control Center

Location: Kennedy Town

Reward: HK $2000 (Defeat Nearby Thugs), HK $10000 (Making the Bust)



Another sewer hangout, there's not as many environmental hazards to use here, so you'll have to rely more on Wei's skills. Watch for opportunities to knock thugs into the water.

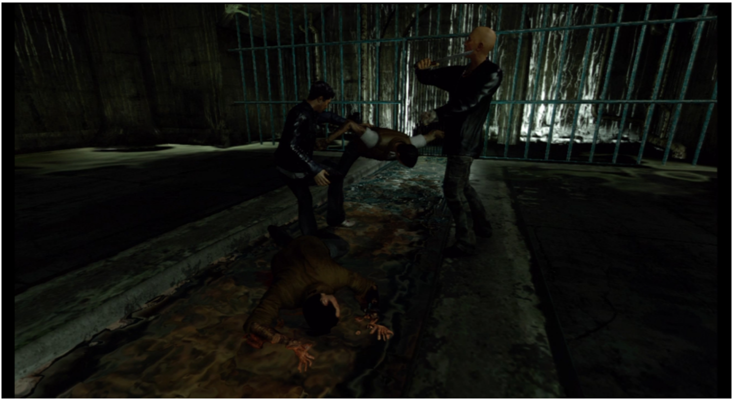
Item Acquistion

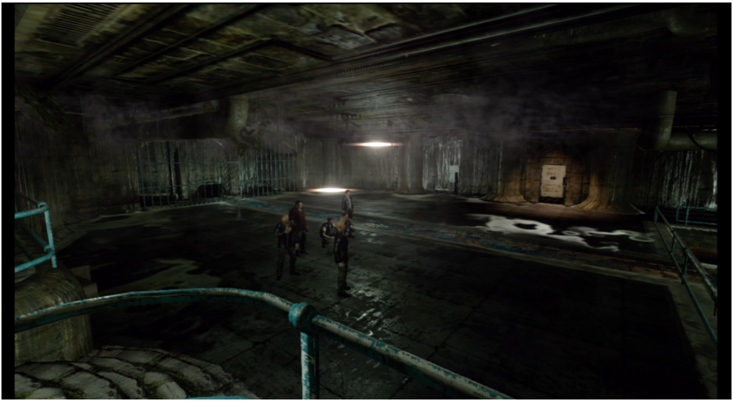
A Lock Box is placed near the makeshift cage at the far end of the hangout.

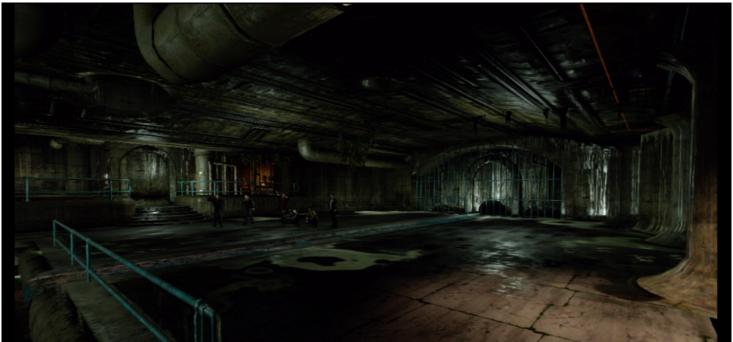
15. Drug Bust: Chiang Mai Sewer Interchange

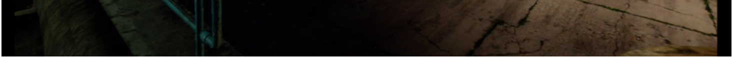
Location: Aberdeen

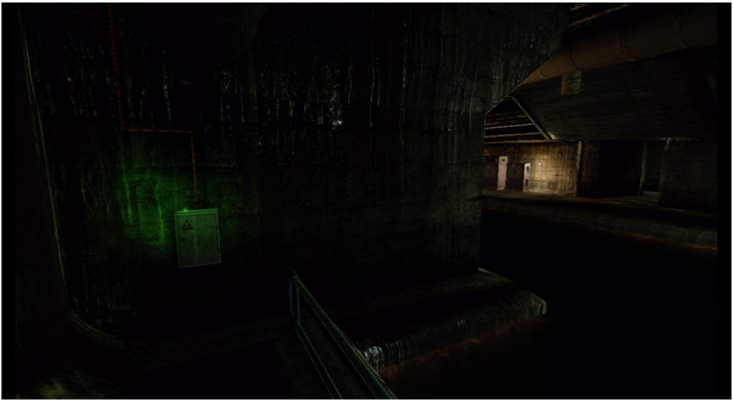
Reward: HK $2000 (Defeat Nearby Thugs), HK $10000 (Making the Bust)











Similar to the Central Sewage Outpoint bust, you've got another gun battle against a determined squad of thugs here. As always, come to a firefight buffed up. There's not as much cover here as there was with the other sewer firefight, so you'll have to make your bullet time Action Vaults count and eliminate as many targets as possible with each attack.

Item Acquistion

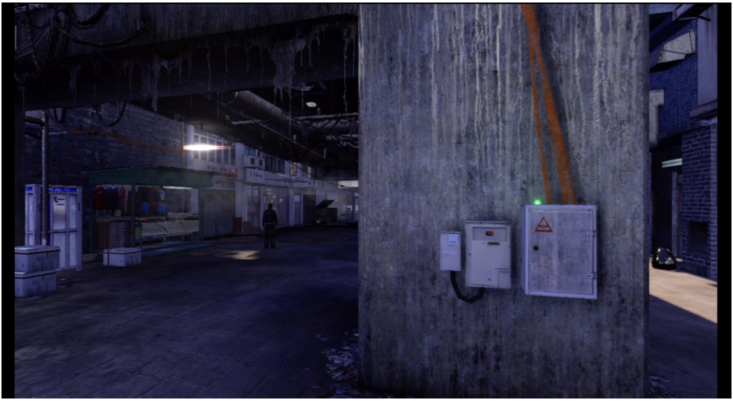
Another Lock Box, in a similar position to the one found in the Kennedy Sewage Outflow, can be found in this sewer.

16. Drug Bust: Yen Yen Foo Long Underpass

Location: Aberdeen

Reward: HK $2000 (Defeat Nearby Thugs), HK $10000 (Making the Bust)

玉石機械工具機
雕刻囉機

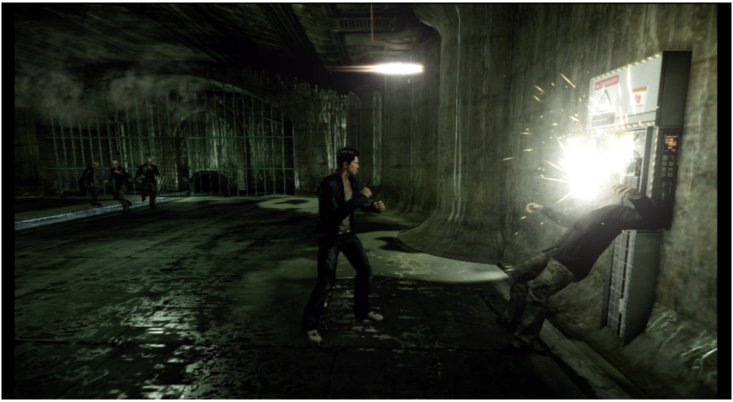


The underpass hangout typically has a civilian janitor doing his best to dust the dirty floors near the thugs, so watch how you jump into the fray. The control box for the camera is placed on a pillar away from the initial starting location of the thugs, facing out towards the street, so it can be easy to miss if you're in a hurry.

17. Drug Bust: Aberdeen Sewage Outflow

Location: Aberdeen

Reward: HK $2000 (Defeat Nearby Thugs), HK $10000 (Making the Bust)



As with the Chiang Mai Sewer Interchange, you can expect a firefight under very similar circumstances. The best cover to use for bullet time Action Vaults is limited, so you'll have to make each vault count. Keep an eye on your mini-map during this fight to avoid getting flanked by the thugs.

Item Acquistion

Another Lock Box can be found near where the thugs all start out. Don't miss getting it now to save yourself the trouble of coming back to this sewer later when trying to collect everything.

Shoplifter

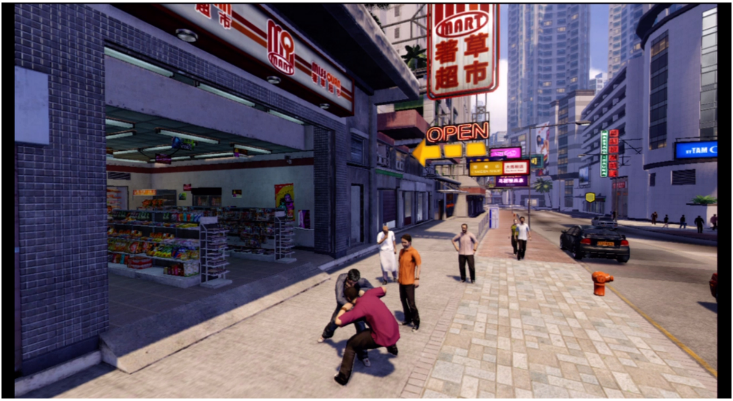
Four Shoplifter events become available as you complete the Payback Main Story mission. These events, like all others, do not appear on the in-game maps unless you draw close enough to trigger them. Without knowing where to look, it can be tough to track down events to complete them.

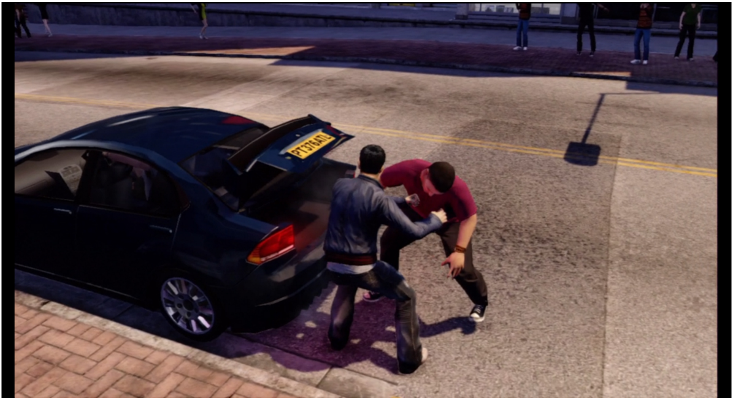
Shoplifter missions are easy to resolve, and they all involve some form of removing a rowdy customer from the premises of a legitimate business establishment.

1. MQ Mart Drunk

Location: Kennedy Town

Reward: HK $2500



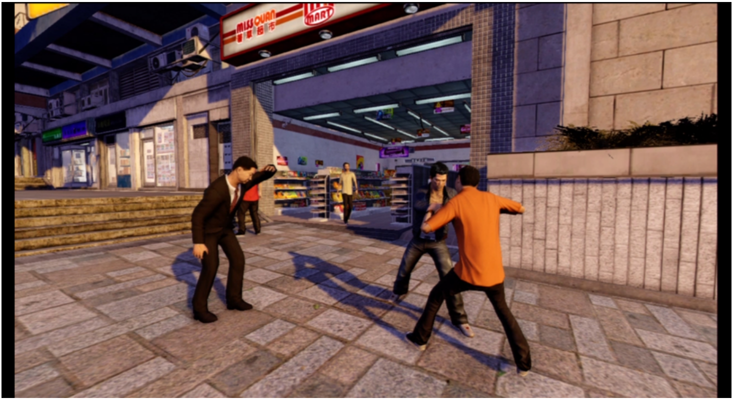


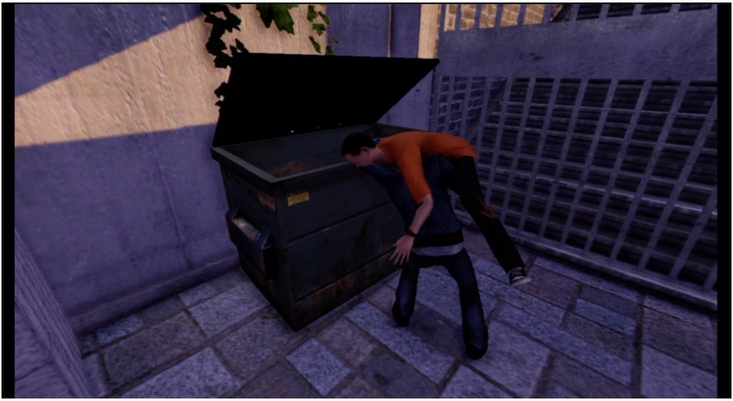
The MQ Mart is harassed by a drunk who is destroying all of the sunglasses on display. Drag this guy to the indicated car and throw him into the trunk. The driver takes him off to points unknown.

2. MQ Mart Loitering

Location: Kennedy Town

Reward: HK $1500



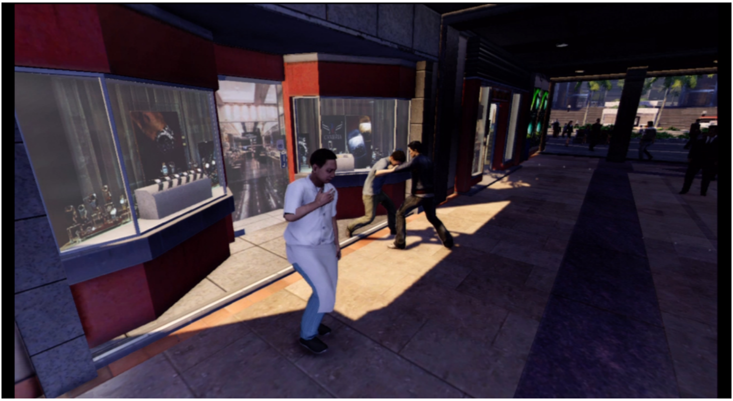


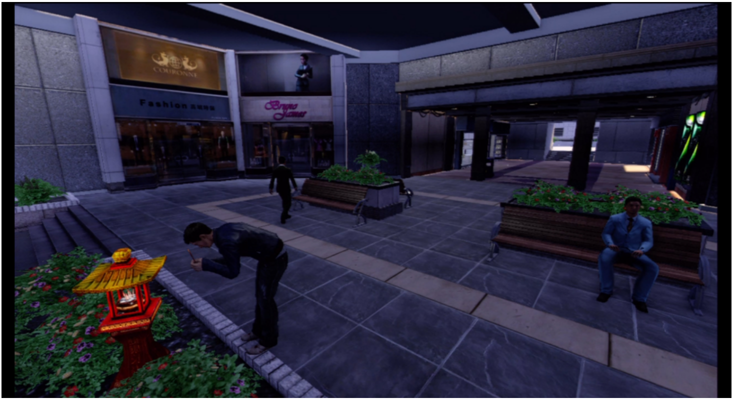
Literally down the street north from the MQ Mart Drunk incident location, a rowdy customer is harassing another MQ Mart in the southern portion of Kennedy Town. This time around, you need to take the offending individual to a nearby dumpster and throw him into it.

3. Mall Loitering

Location: Central

Reward: HK $2000





Another drunk is scaring customers away from a shopping center located near an overpass at the center of the Business District. As before, drag the vagrant away from the shop without killing him.

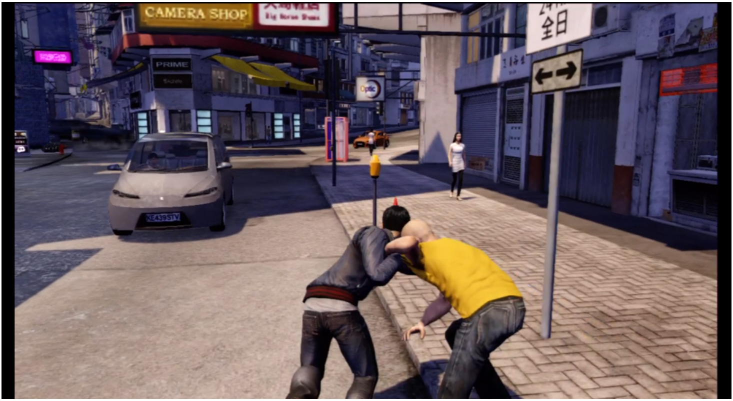
Item Acquistion

If you haven't already used it, there is a Health Shrine located very close to this event.

4. Dim Sum Loitering

Location: North Point

Reward: HK $2000



A drunk is harassing a small restaurant relatively close to the waterfront. To resolve the situation, grab the drunk and pull him away from the mini-map-indicated radius surrounding the restaurant. While it may be tempting to throw him into an environmental hazard to get rid of him, that isn't the goal. You only need to move him away from the restaurant.

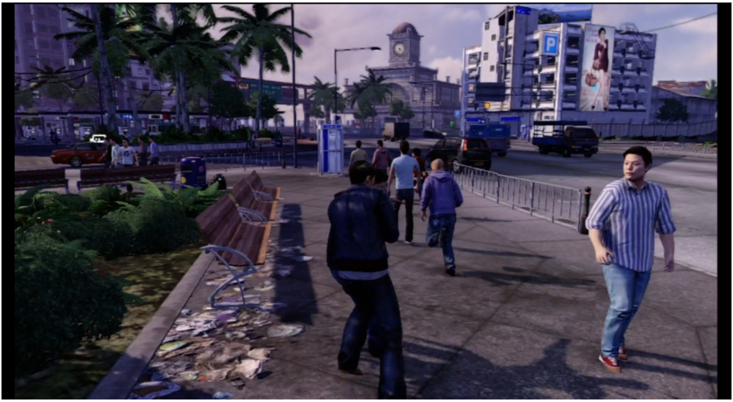
Hit and Run

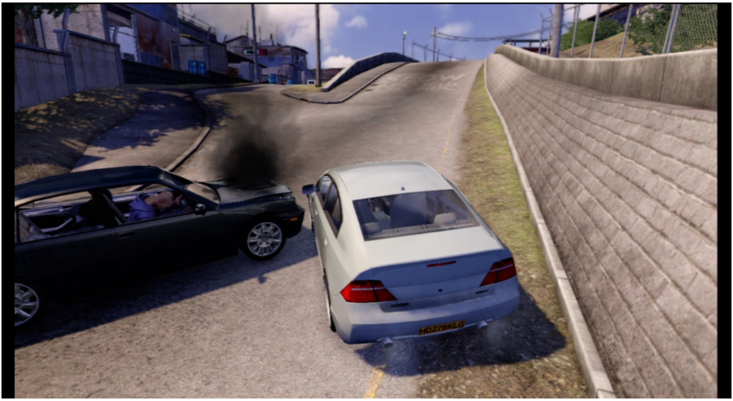
The three Hit and Run events involve freerunning chases against people trying to steal from Calvin, a recurring member of the Water Street Gang. These events start off on foot and turn into short car chases, followed by fistfights if the thief survives the inevitable pounding his car will suffer.

1. Hit and Run: Bus Stop

Location: North Point

Reward: HK $2000



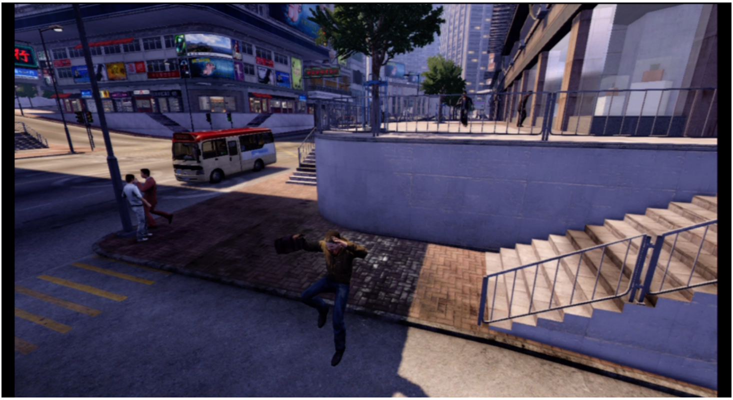


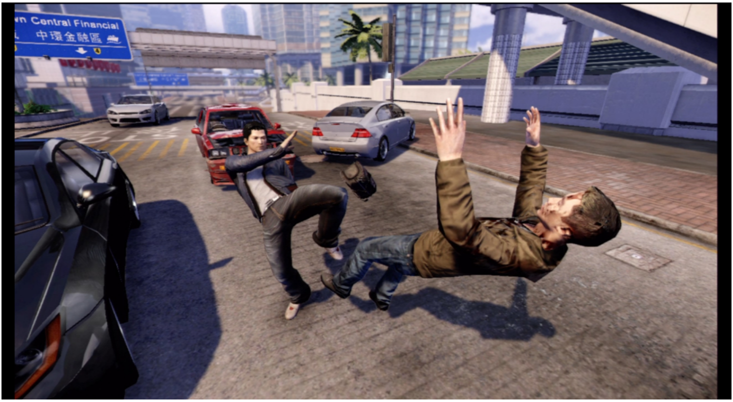
Calvin is jumped by a thief who manages to take a bag full of fake money as you approach him. You'll chase him past the bus stop where you took Siu Wah after the attack on Dogeyes' warehouse, and he'll eventually hop into a car to try and make his escape.

2. Hit and Run: Repo Yard

Location: Central, just north of Sui Shan Alley

Reward: HK $2000



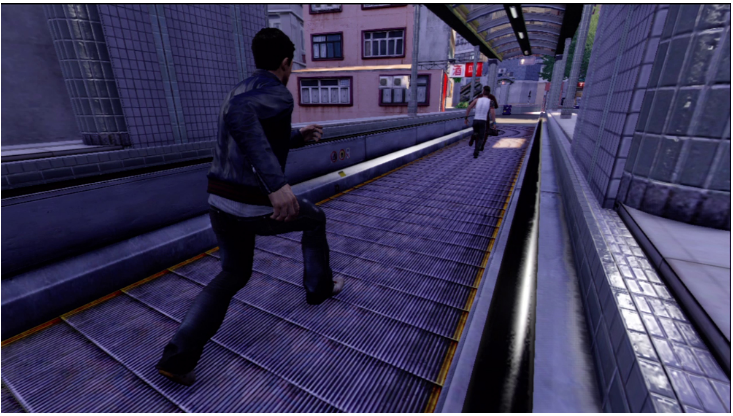


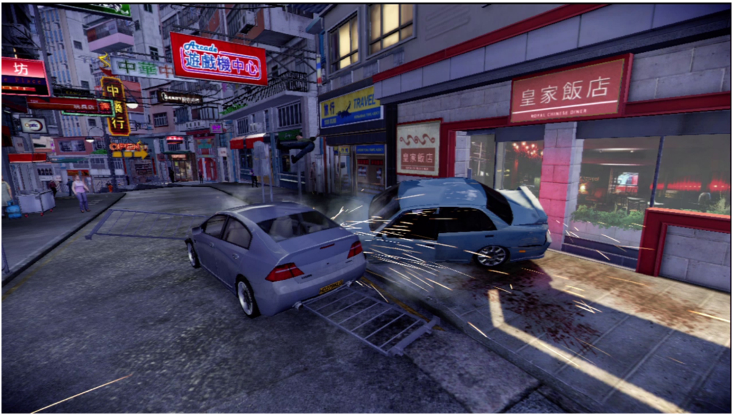
Calvin isn't so lucky when it comes to handling money. This time an 18k member has stolen the Mini Bus payments, and you need to get them back. The early freerunning section takes you down a crowded sidewalk, which can slow you down if you carelessly run into everyone in your way. Again, there is a pursuit car waiting for you once the thug climbs into his own getaway car.

3. Hit and Run: Soho

Location: Central, near Wang Fu Parking

Reward: HK $2000





Calvin gets jumped by a thief who grabs the Night Market's take just as you arrive. You'll chase him across a moving walkway and down several sets of steps before he hops into a car to make his big getaway. Fortunately, there's a car parked right next to his getaway vehicle, and you can use that to chase him down. You can either disable his vehicle through ramming, or Action Hijack it if you're daring. After taking his ride out of the equation, beat him down to take back the bag with the stolen goods.

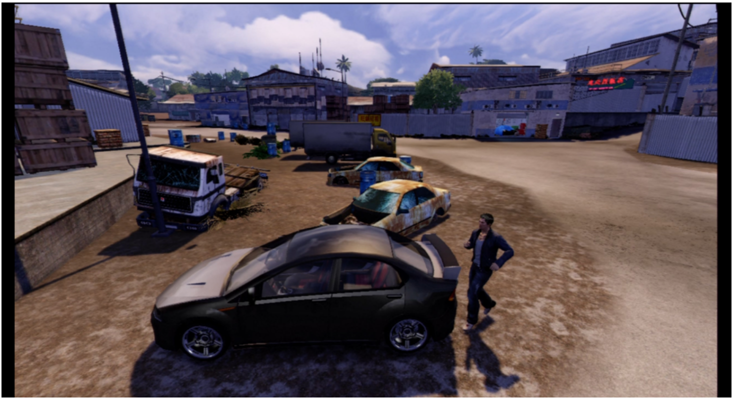
Junk in the Trunk

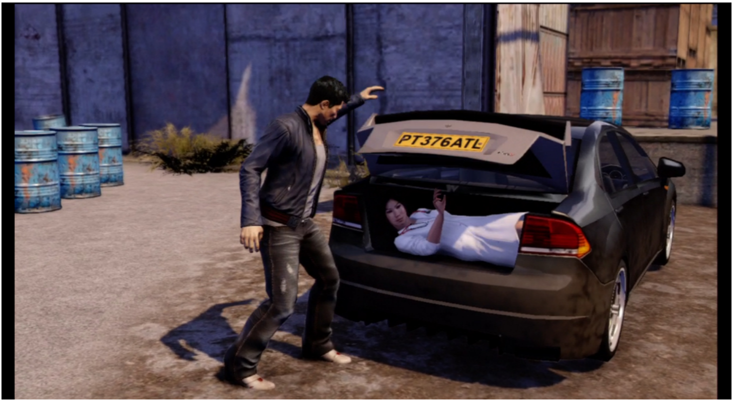
These last four events become available in the aftermath of the "Loose Ends" Main Story mission. Basically, you will go to the locations we've marked on the map to find cars who have had some unfortunate people stuffed into their trunks and who are shouting for help. These cars will also appear on your mini-map if you've gotten close enough to hear the victims shouting for attention.

1. Junk in the Trunk: Waterfront

Location: North Point, in the shanties south of the waterfront

Reward: HK $2000



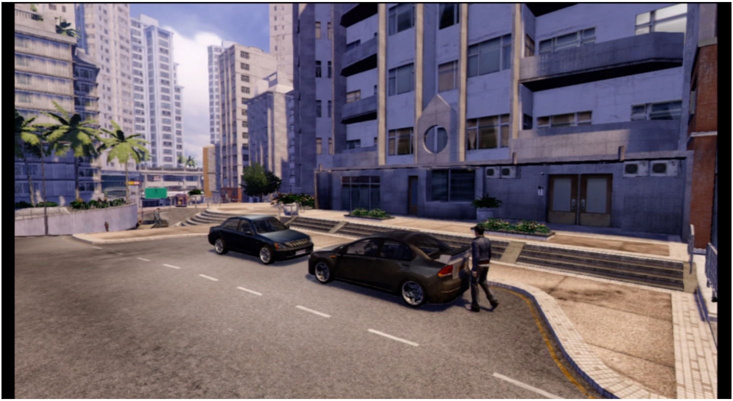


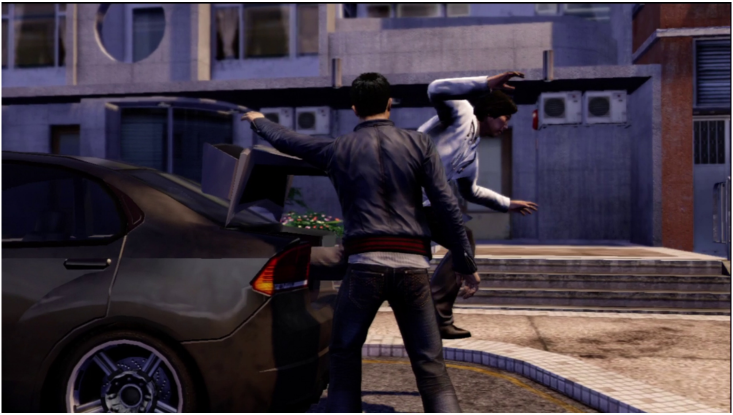
Your first rescue is a nurse, who is grateful to be released. She was apparently to be held for ransom, but Wei doesn't know anything about that.

2. Junk in the Trunk: Island

Location: Aberdeen Island

Reward: HK $2000



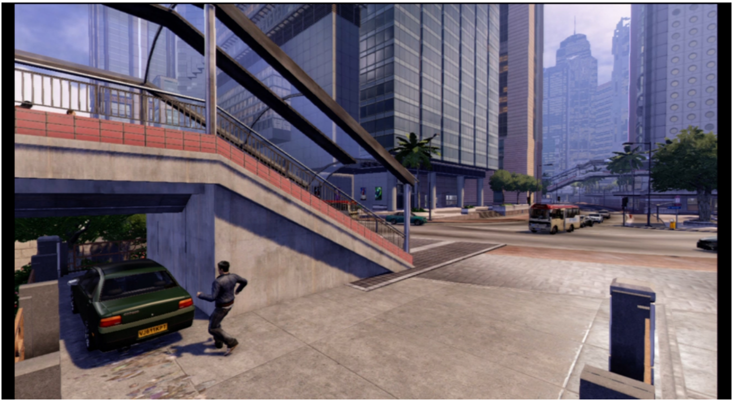


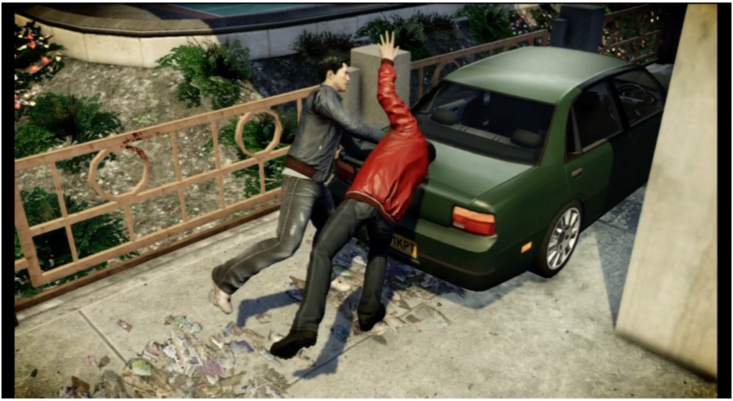
A doctor is the rescue this time around, having apparently angered the 18k enough to get himself nearly dumped into a harbor before you came along.

3. Junk in the Trunk: Central

Location: Central, the park near the hospital

Reward: HK $2000



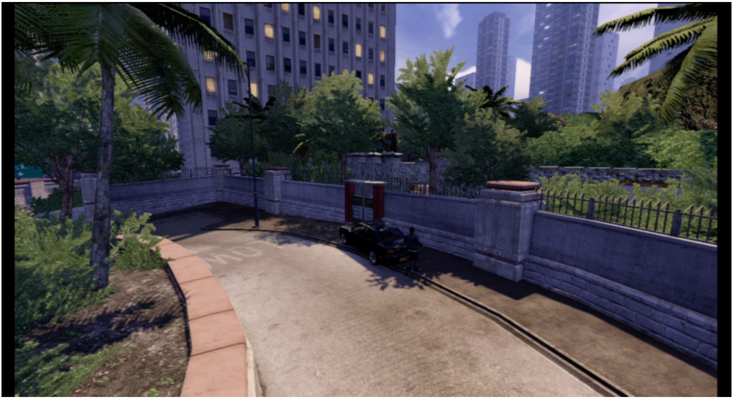


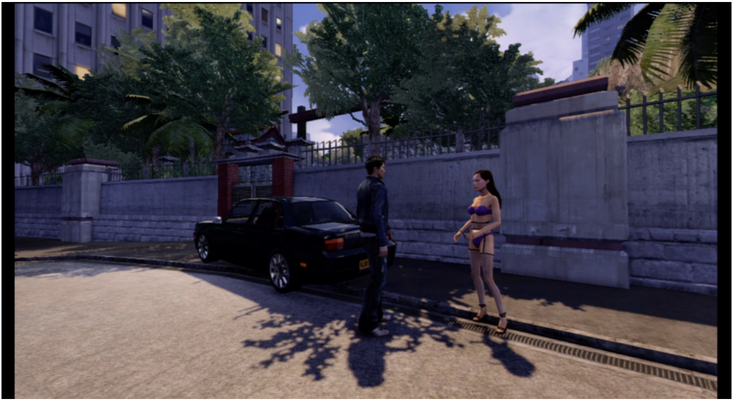
This car is hidden behind a set of stairs leading to a walkway overpass, but the insistent pounding from the trunk isn't coming from your average victim. This guy comes out of the trunk looking for a fight, and doesn't try to explain why he's there. Knock him out to complete the event.

4. Junk in the Trunk: Repo Yard

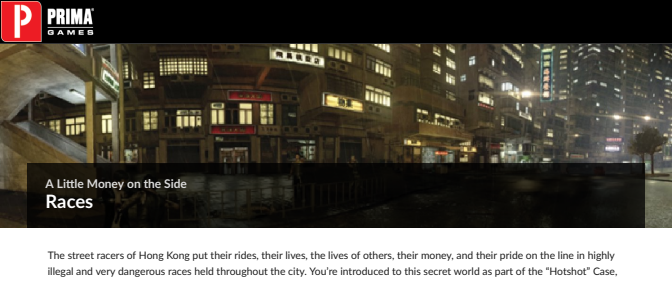
Location: Central, on the highway construction site east of Sui Shan Alley

Reward: HK $2000





The highway construction hides the final car, but the person in the trunk this time around isn't necessarily a victim herself. Everyone has their quirks, right?



A Little Money on the Side

Races

The street racers of Hong Kong put their rides, their lives, the lives of others, their money, and their pride on the line in highly illegal and very dangerous races held throughout the city. You're introduced to this secret world as part of the "Hotshot" Case, and are able to race in other events if you've got a ride fast enough to meet the class requirement of those races. Outside of story-related races, there are ten car races, divided into three speed classes, and five motorcycle races, divided into two classes.

Once you've joined the racing scene, you'll have access to the C-class car races after inheriting a formerly impounded race car, and B-class bike races after you earn your first safehouse and receive your starting motorcycle. For higher racing classes, you'll have to buy a car from one of the dealers in the city, which requires both the right amount of cash, and the right Face levels.

In order to pass these events, you must come in first place. Typically, you must follow the course laid out by the red roadside flares. In some cases, certain courses have side streets that run alongside of the main route, which can act as a shortcut. Most of the time, however, significantly deviating off the outlined route disqualifies you from the race. Flipping over or otherwise rendering your car undrivable is also an automatic loss, as is exiting the vehicle purposefully or by accident.

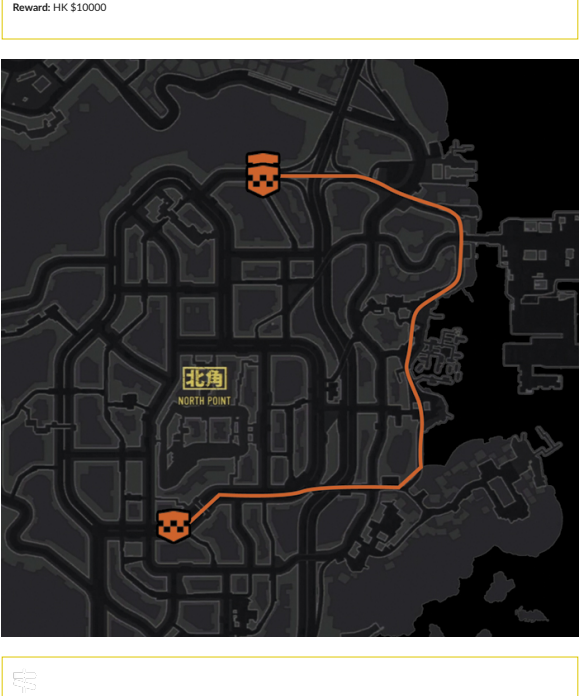
Car Races

1. No Sweat

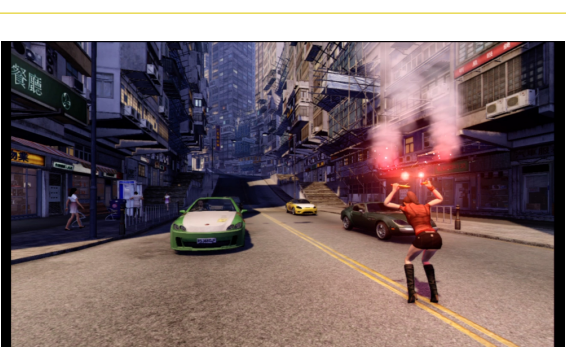
Location: North Point

Class: C

Reward: HK $10000



Click here for interactive maps



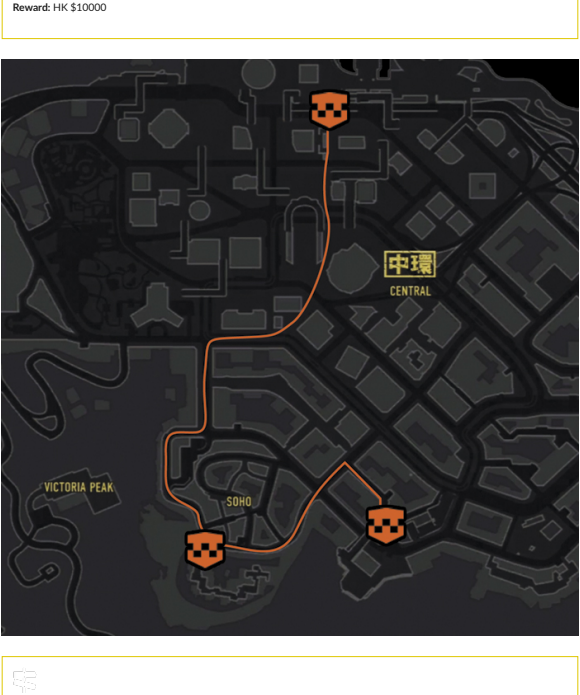
A fairly simple race course, with no difficult corners to manage. Watch out during the final stretch, just past a thin alley that leads back into the city. Many an embarrassing loss has come to drivers who stubbornly stick to the center of the track, only to smash headlong into the immovable trees of the center divide.

2. Mailman

Location: Central

Class: C

Reward: HK $10000



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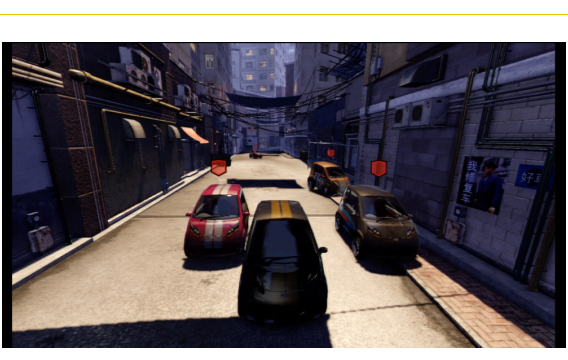
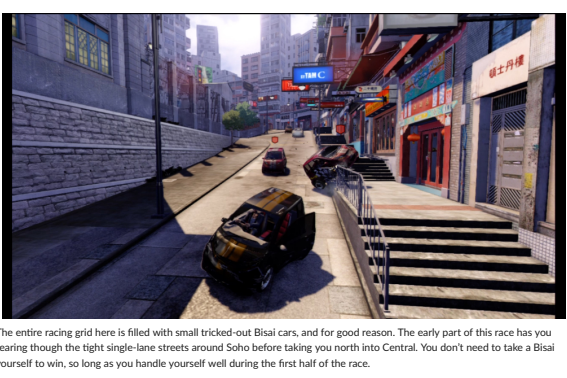




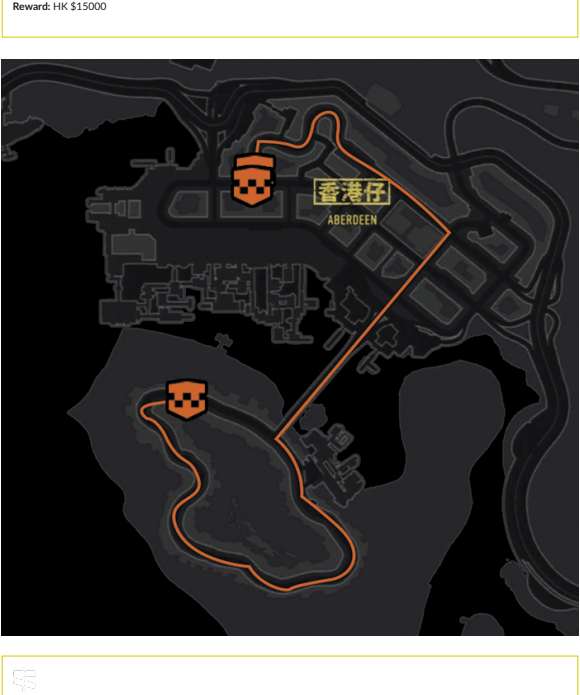
The entire racing grid here is filled with small tricked-out Bisai cars, and for good reason. The early part of this race has you tearing though the tight single-lane streets around Soho before taking you north into Central. You don't need to take a Bisai yourself to win, so long as you handle yourself well during the first half of the race.

3. Lost

Location: Aberdeen

Class: B

Reward: HK $15000



Click here for interactive maps

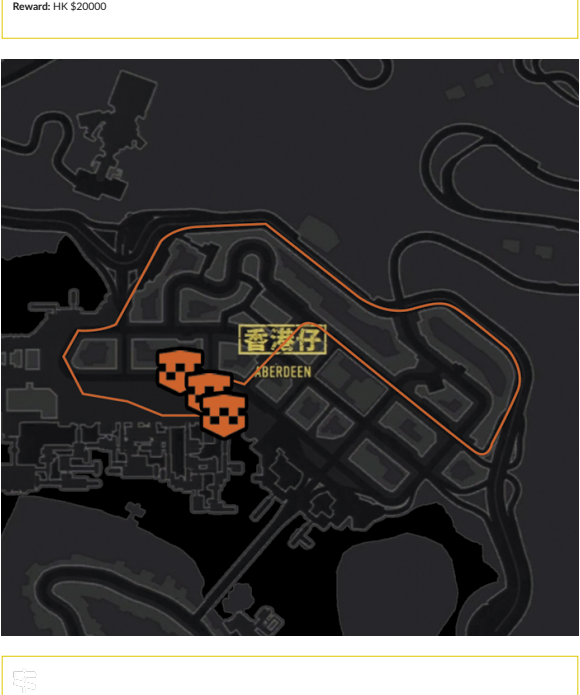
This first B-class race is a taste of real speed after the C-class races. The course is filled with curves, many of which are populated with some traffic. Taking the curves poorly can keep the competition nipping at the heels of even the fastest B-class ride you can afford to buy. The early parts of the race are filled with opportunities to flip your car over off of stairways, so keep your ride off the sidewalks as much as possible.

4. Detour

Location: Aberdeen

Class: B

Reward: HK $20000



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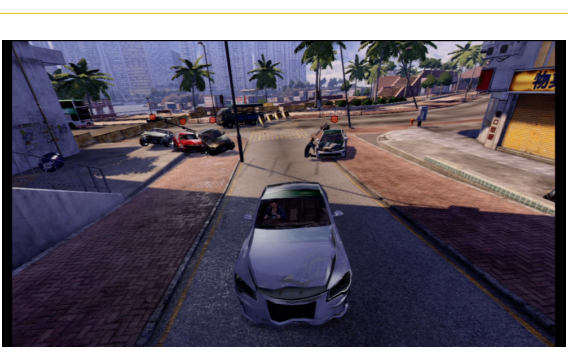
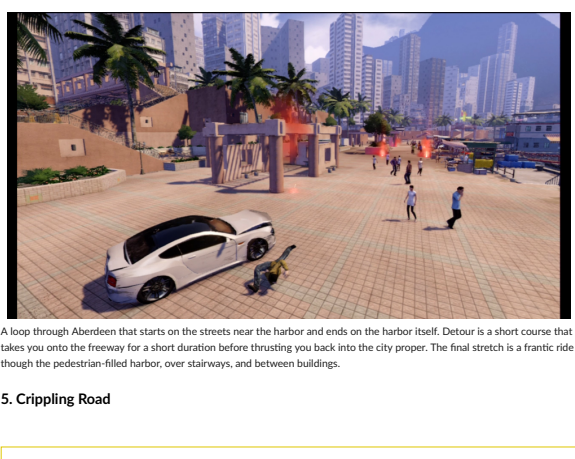




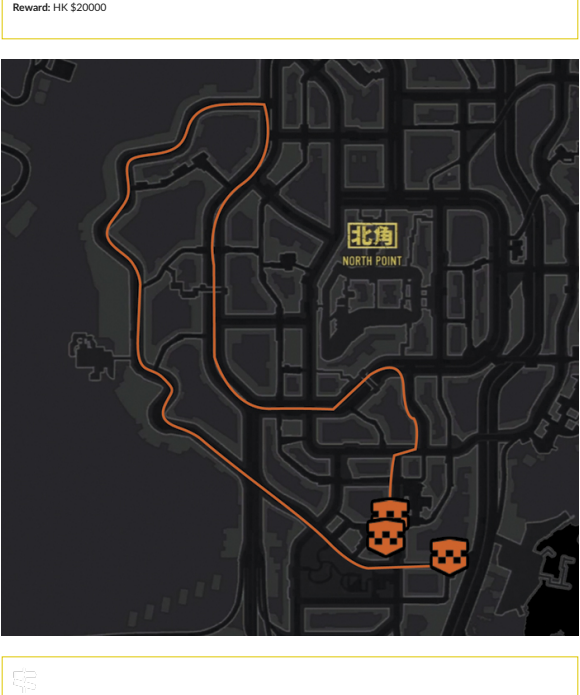
A loop through Aberdeen that starts on the streets near the harbor and ends on the harbor itself. Detour is a short course that takes you onto the freeway for a short duration before thrusting you back into the city proper. The final stretch is a frantic ride though the pedestrian-filled harbor, over stairways, and between buildings.

5. Crippling Road

Location: North Point

Class: B

Reward: HK $20000



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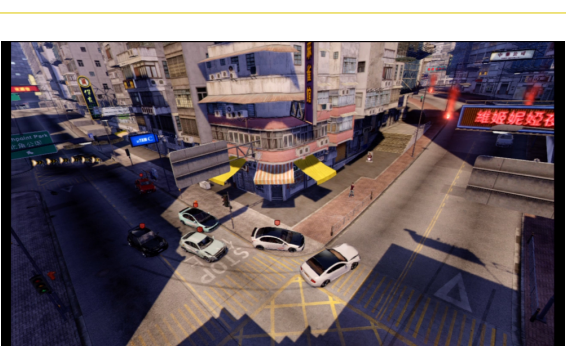


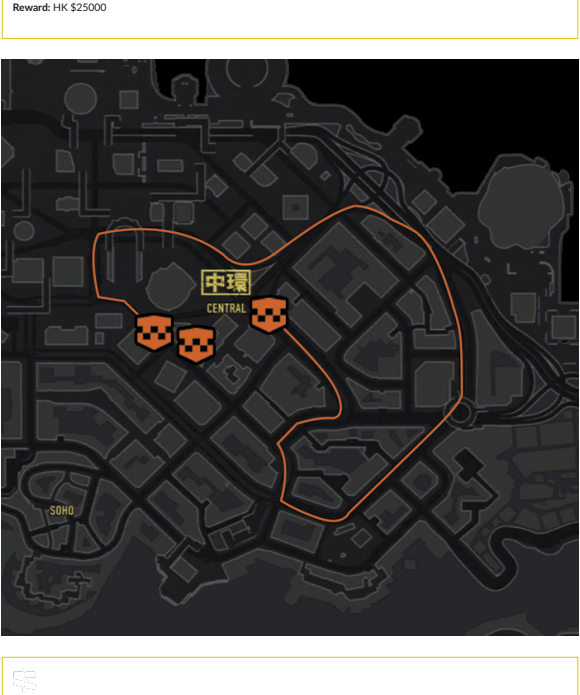
The first half of Crippling Road is dominated by four-lane streets, providing you plenty of freedom to just hold down the pedal and take the curves at full speed. The second half puts you back on two-lane roads on the west side of North Point, racing past the temple with sidewalks filled with parked cars, and a final dash though an alley into the freeway and to victory.

6. Midtown

Location: Central

Class: A

Reward: HK $25000



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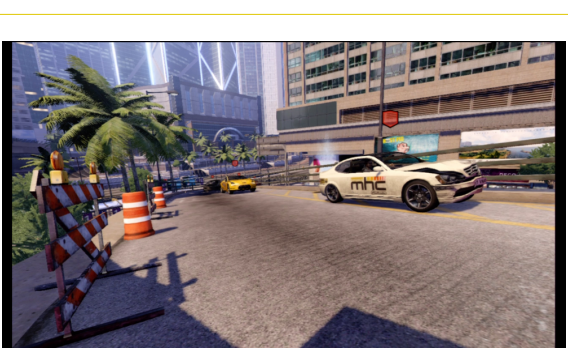


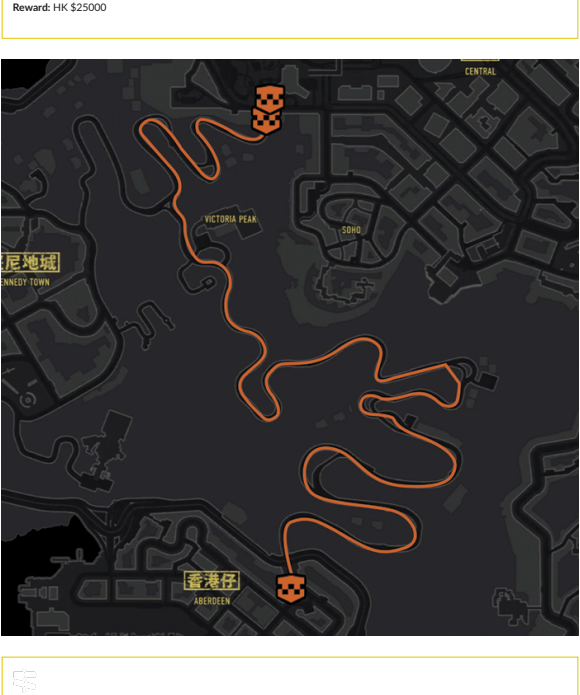
The busier east side of Central is the stage for Midtown, rough A-class loop that demands drivers have fast reaction times to avoid hitting all of the potential obstacles that crop up during the race. A brief trip onto the freeway acts as a fast way to lose the race, as the entrance and exit to this course section are relatively close to each other and only consist of a single lane each. The latter half takes you on four-lane streets, but is no less dangerous, with plenty of show-stopping obstacles dotting the center divides and sidewalks.

7. The Queen

Location: Aberdeen

Class: A

Reward: HK $25000



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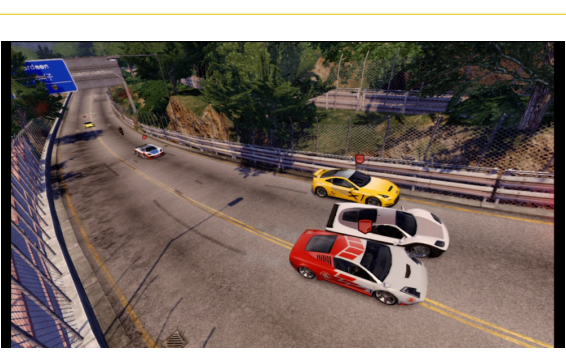


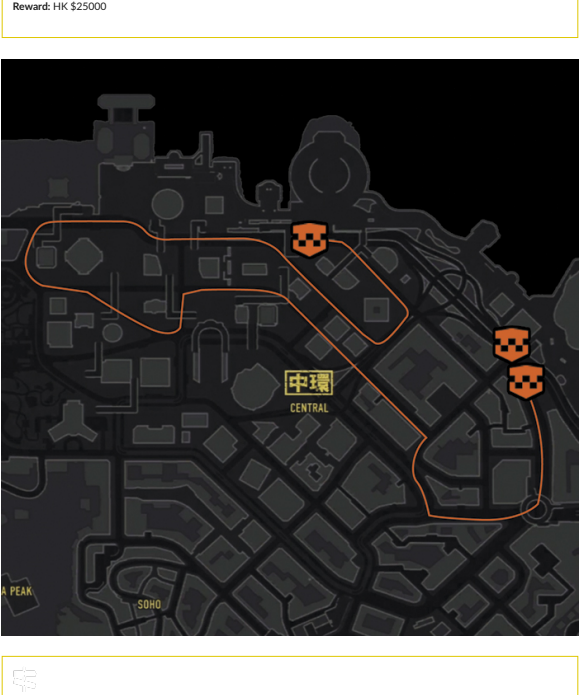
A grueling trip up and down the mountain road between Aberdeen and Central, the majority of the race is hairpin turn after hairpin turn, with occasional side paths that let you cut the turns much tighter, but at the risk of being disqualified. Expert driving is required, as A-class cars tend to be fairly fragile, and you do not want to try riding the walls through every turn. There's also plenty of civilian traffic to contend with.

8. Unconventional

Location: Central

Class: A

Reward: HK $25000



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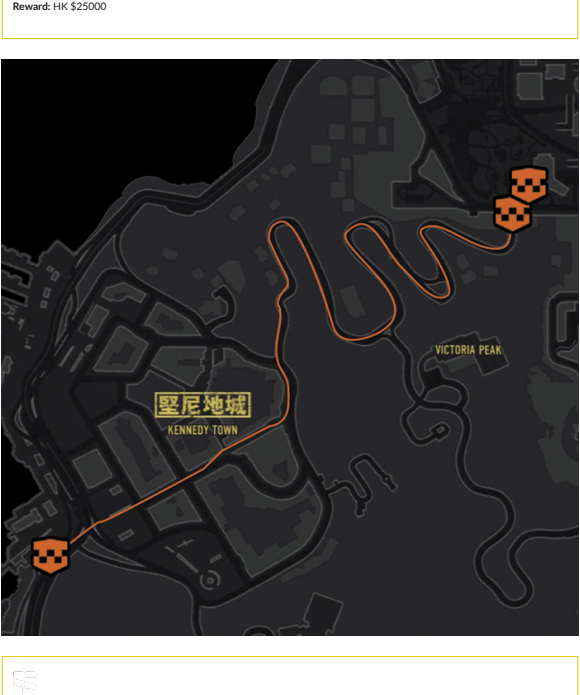
Another loop through Central, Unconventional features a perilous jump a third of the way into the race, taking racers through an alleyway that requires you to hit the stairway preceding the alley perfectly lined up. Failing this, you'll be sent flying into one of the nearby buildings. It's possible to recover from this, but the race doesn't get any easier, including an area underneath an overpass that is filled with sturdy support pillars to crash into.

9. Summit

Location: Central

Class: A

Reward: HK $25000



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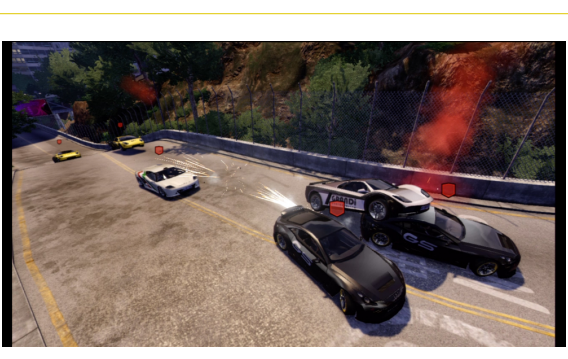


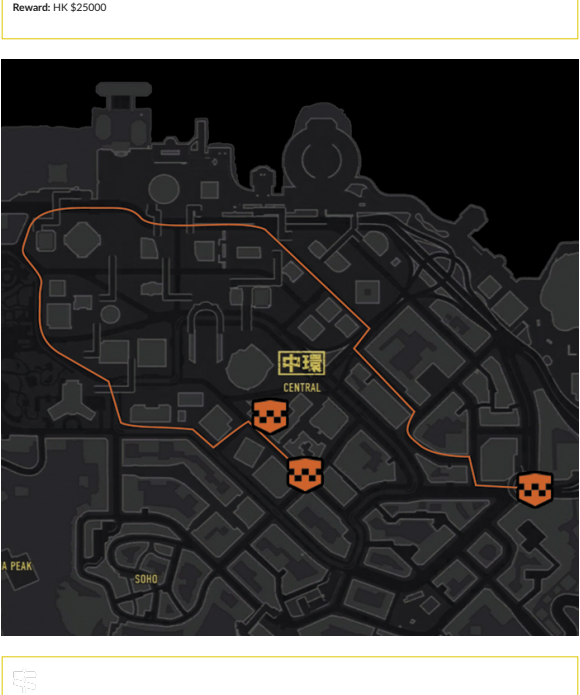
Summit takes racers through the mountain road between Central and Kennedy Town. Shorter than The Queen, it is no less dangerous and difficult. Once in Kennedy Town, the final stretch is relatively straight, but takes racers down a series of stairways that can easily result in flipped cars or ejected drivers. The path to the finish line involves the use of a stunt jump ramp to fly directly onto a freeway to cross the line.

10. Wall Street

Location: Central

Class: A

Reward: HK $25000



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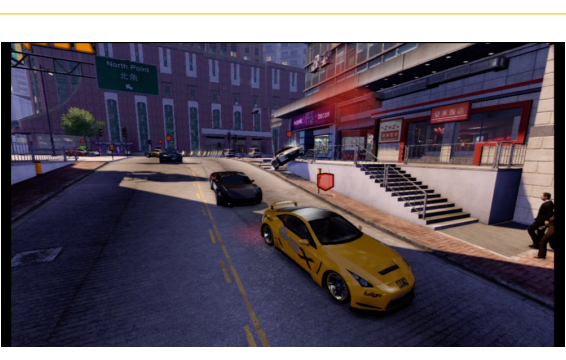
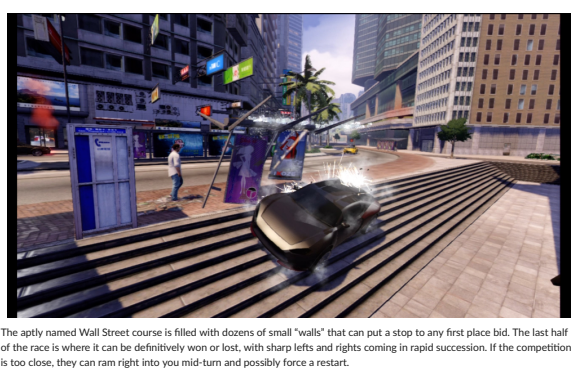




The aptly named Wall Street course is filled with dozens of small "walls" that can put a stop to any first place bid. The last half of the race is where it can be definitively won or lost, with sharp lefts and rights coming in rapid succession. If the competition is too close, they can ram right into you mid-turn and possibly force a restart.

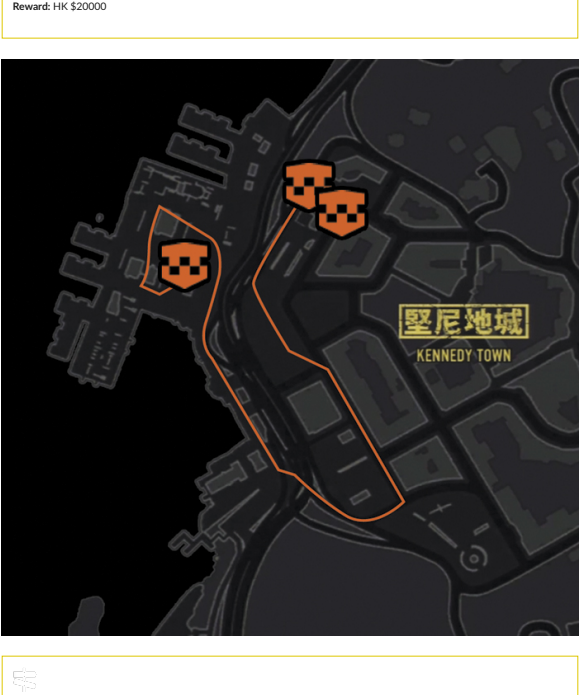
Motorcycle Races

1. Dock Yard

Location: Kennedy Town

Class: B

Reward: HK $20000



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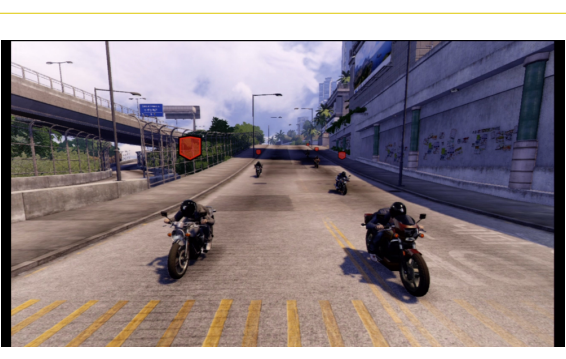


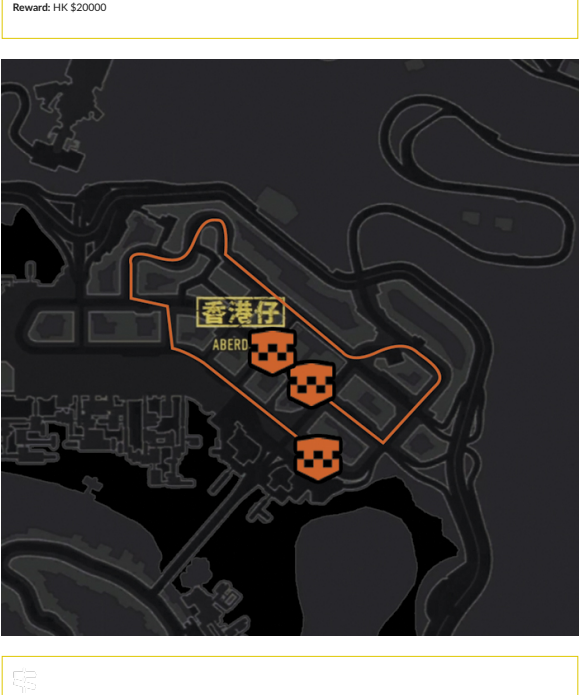
Motorcycle races are a different beast from car races. The risk of being torn free from your ride is much higher, and the small size of motorcycles often inspires much tighter courses to weave through. Dock Yard is a good introductory race to the biker half of the circuit, taking racers though much of the city and into the docks. Watch your speed through the turns, and do your best to avoid anything solid.

2. Indecision

Location: Aberdeen

Class: B

Reward: HK $20000



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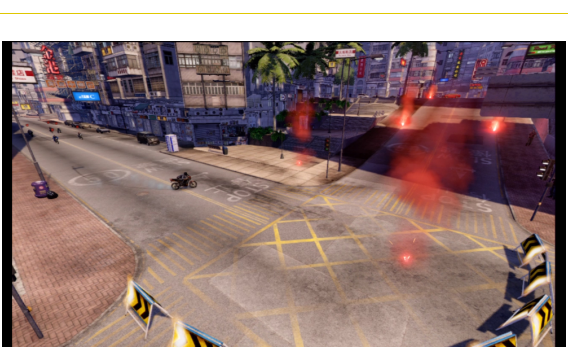


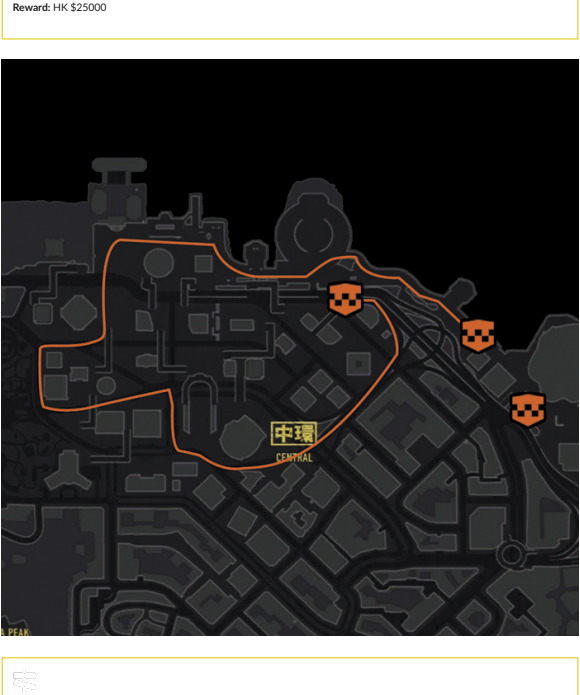
A short loop through much of the Aberdeen mainland, Indecision stresses good control of your bike through turns, and it throws plenty your way throughout the race. The biggest obstacles on the track will only come into play if you lose control and end up on the sidewalks or going up against traffic.

3. Starboard

Location: Central

Class: A

Reward: HK $25000



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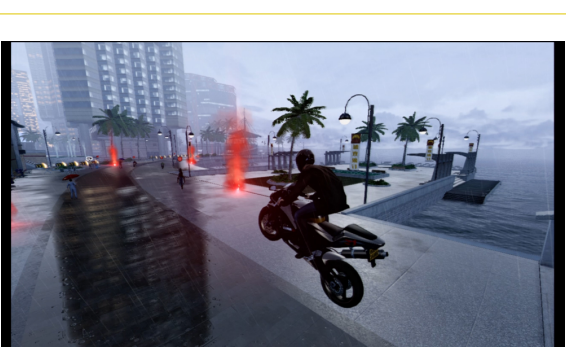
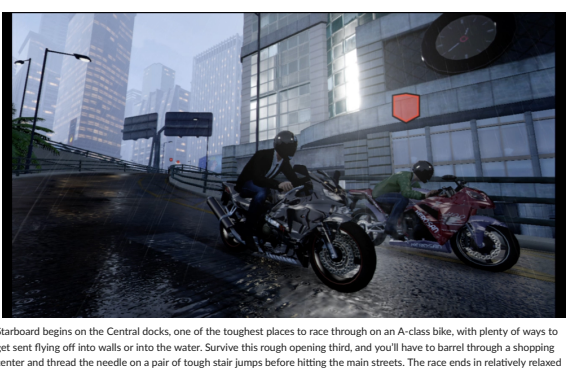




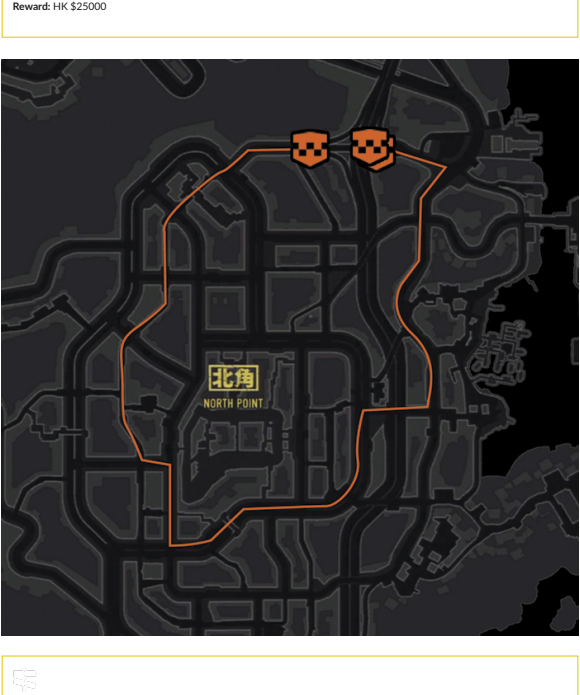
Starboard begins on the Central docks, one of the toughest places to race through on an A-class bike, with plenty of ways to get sent flying off into walls or into the water. Survive this rough opening third, and you'll have to barrel through a shopping center and thread the needle on a pair of tough stair jumps before hitting the main streets. The race ends in relatively relaxed fashion on the main freeways, where you hopefully have time to open up a lead, or at least catch up with the leaders.

4. Alley Press

Location: North Point

Class: A

Reward: HK $25000



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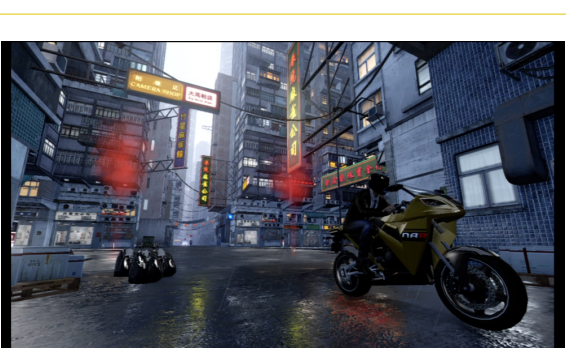
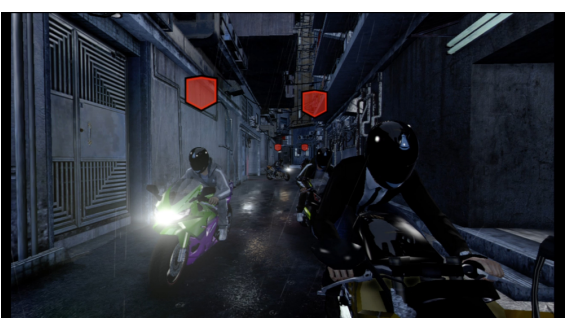




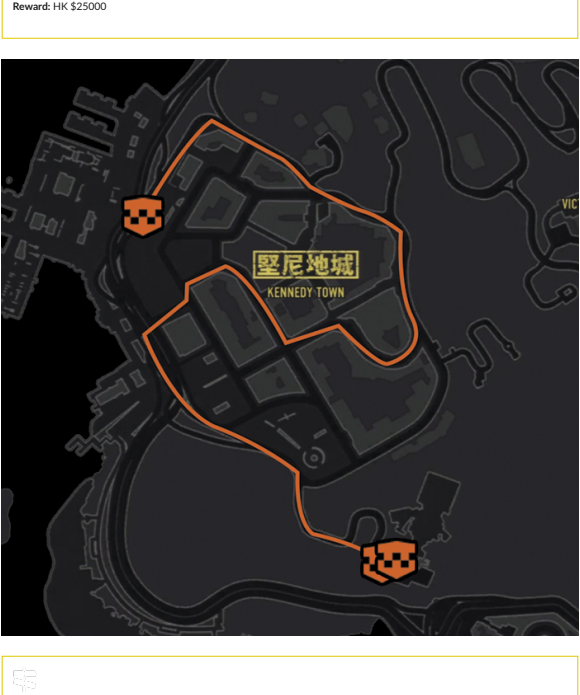
It's called Alley Press for a good reason. This race opens up immediately with a barrage of alleys, where the space is tight and the margin for error is minimal. A good early strategy is to try to avoid getting caught up in the pack during the alley portions. If you see an opening caused by a pileup of bikers, try to thread your way through them. Eventually the race opens up into the streets once more, having riders pass through the east side streets to the finish.

5. Early Grave

Location: Kennedy Town

Class: A

Reward: HK $25000



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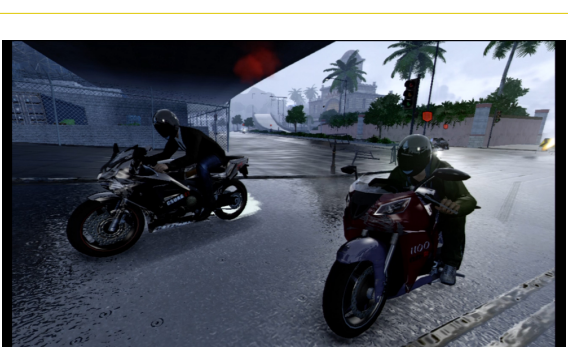
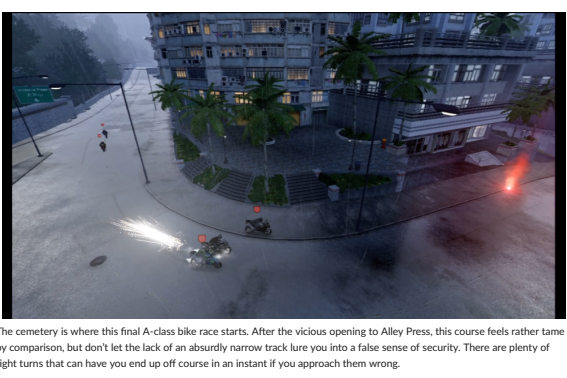
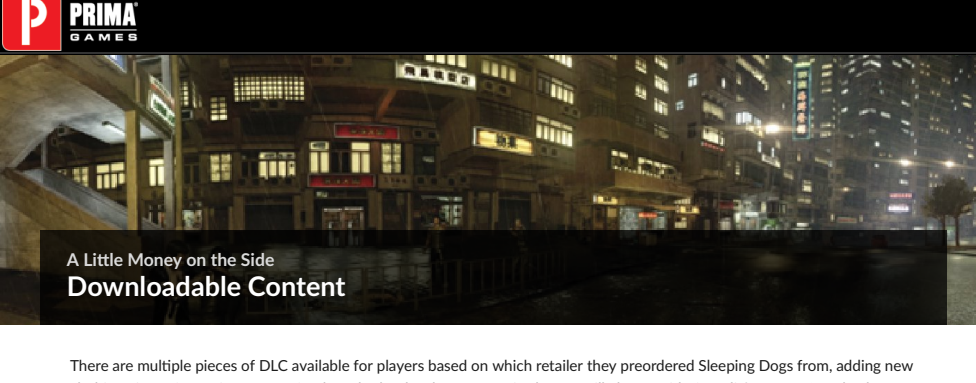




The cemetery is where this final A-class bike race starts. After the vicious opening to Alley Press, this course feels rather tame by comparison, but don't let the lack of an absurdly narrow track lure you into a false sense of security. There are plenty of tight turns that can have you end up off course in an instant if you approach them wrong.



A Little Money on the Side

Downloadable Content

There are multiple pieces of DLC available for players based on which retailer they preordered Sleeping Dogs from, adding new clothing pieces for Wei to wear. After launch, the developers at United Front will also provide four different DLC packs that add new missions to play, clothes, and vehicles to Wei's garage. We've separated them from the main content, as all of the DLC is optional.

Street Racer Pack

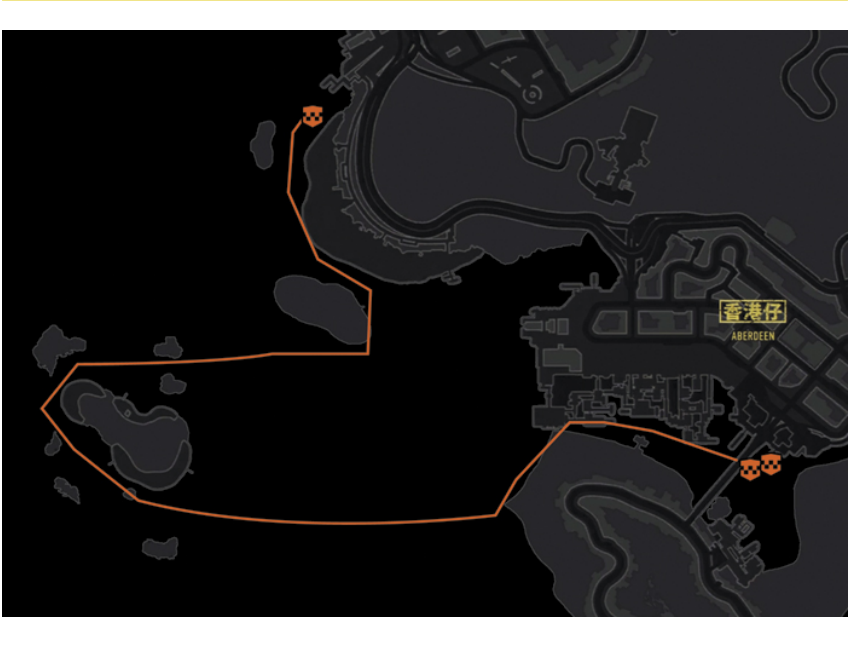
Unlocks: Three New Street Races, "Sting" Motorbike, Racing Jacket, Dragon Helmet

1. Harbor Run

Location: Aberdeen

Class: Boat

Reward: HK $20000



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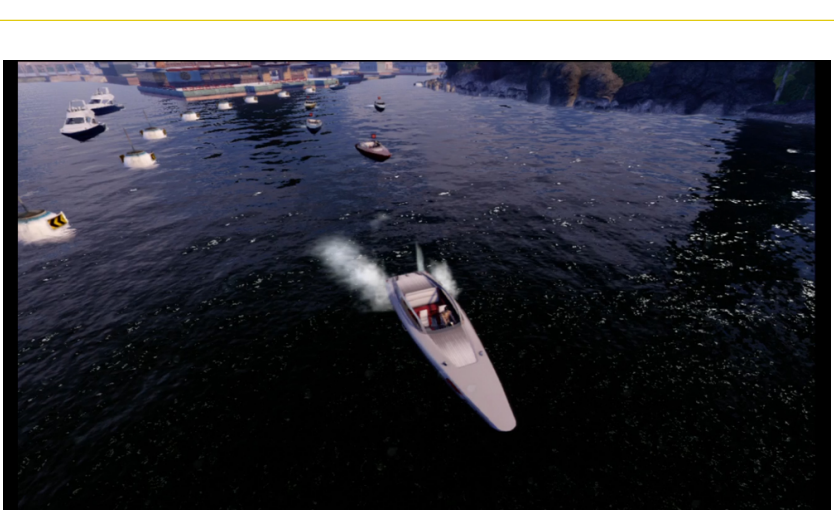
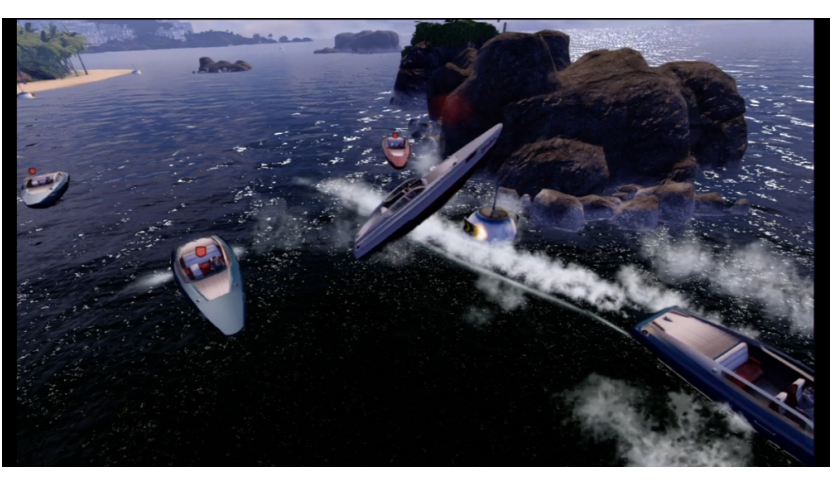




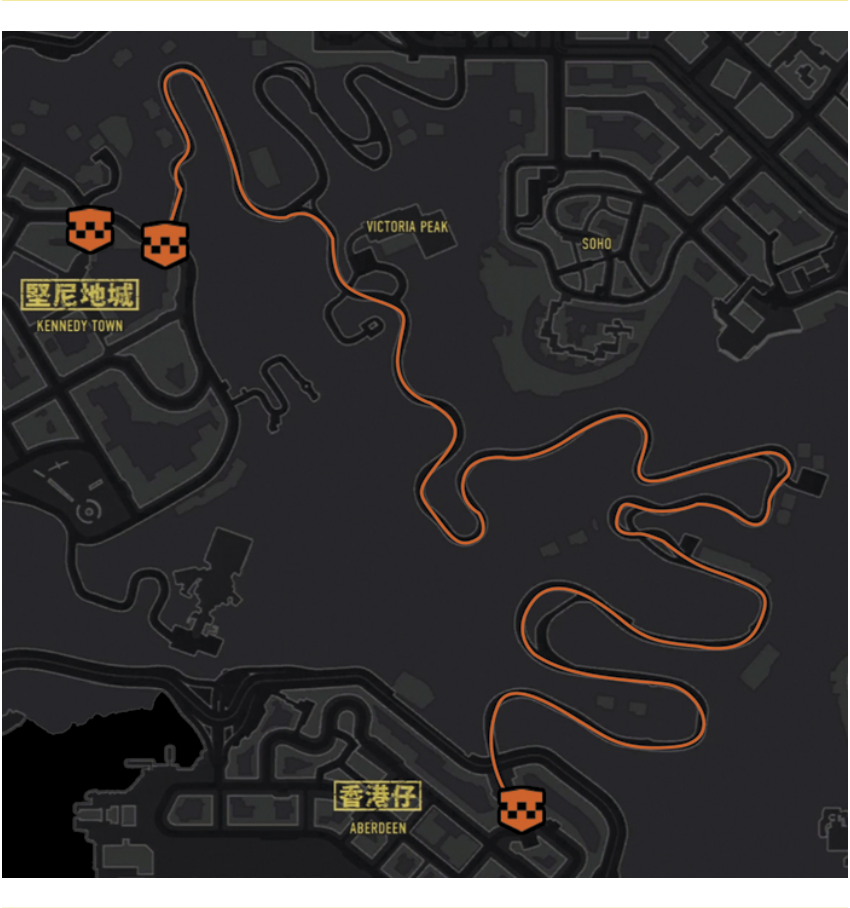
This is an interesting change to the racing circuit! Rather than race on land, the competition is in the waters near Aberdeen. Remember, a speedboat, while fast, does not turn as sharply as a car or bike. You'll have to plan your turns accordingly to stay on course. Your boat is ultimately a bit faster than the competition, but a single crash can put you out of the running. Pay attention to the red flares and your mini-map to avoid flying off course; there are not as many useful landmarks on the water.

2. Kamikaze

Location: Kennedy Town

Class: A (Car)

Reward: HK $20000



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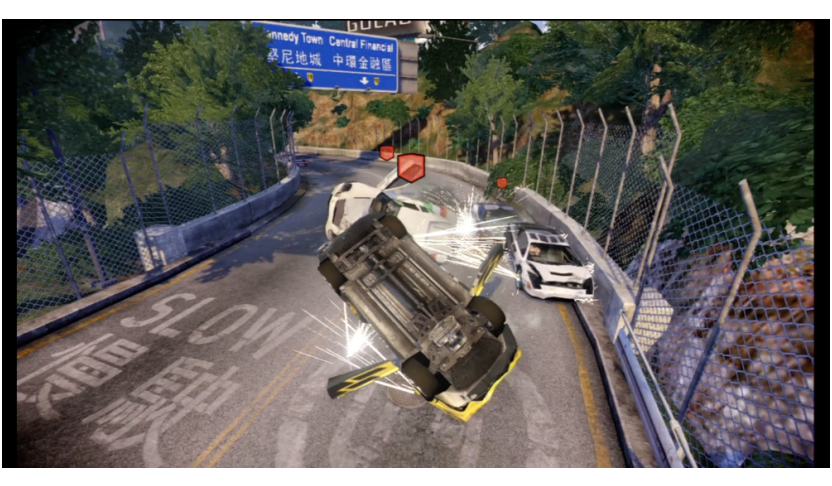


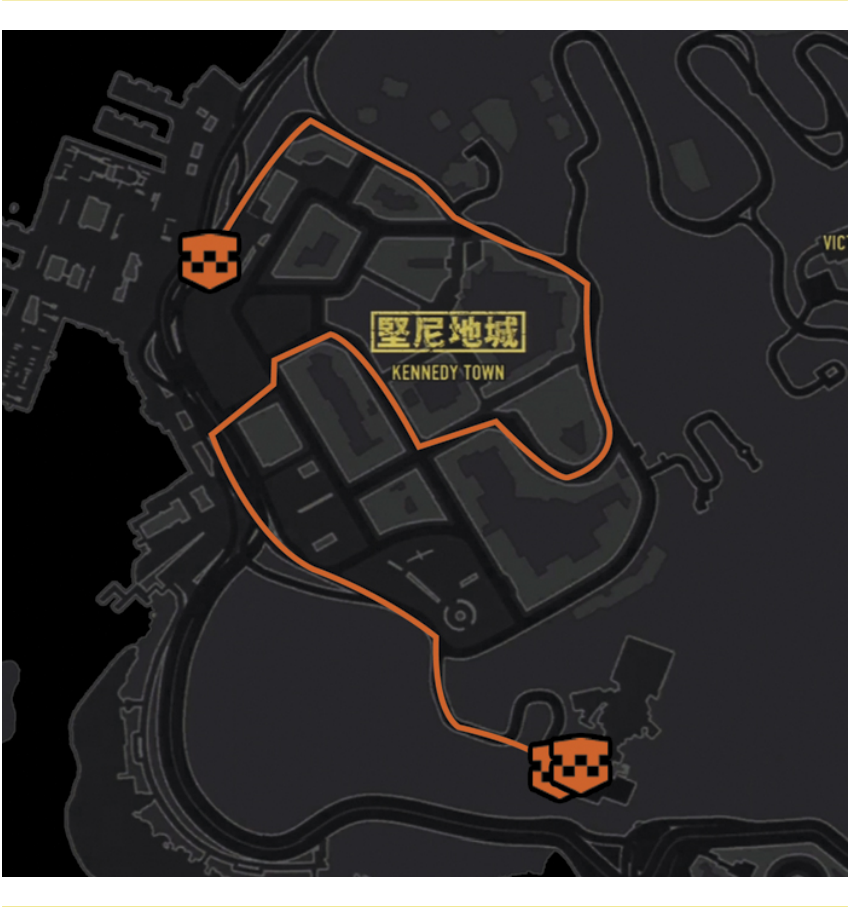
Another punishing race along the mountain roads, this takes the long route between Kennedy Town and Aberdeen. As with The Queen and Summit races, this course consists of turn after turn. A good A-class car like the Velocita should prove more than a match for the road itself, but traffic tends to gum up the works. If you want a greater challenge, try racing Kamikaze during the rain.

3. Enduro

Location: Aberdeen

Class: A (Bike)

Reward: HK $20000



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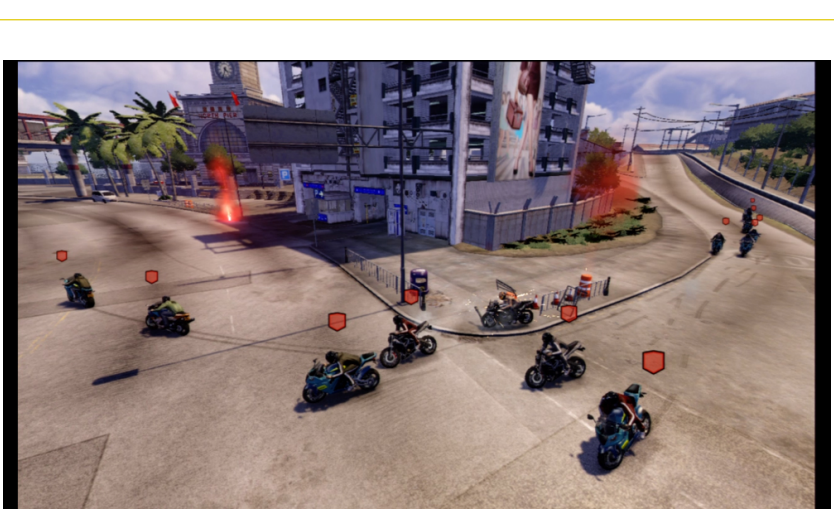
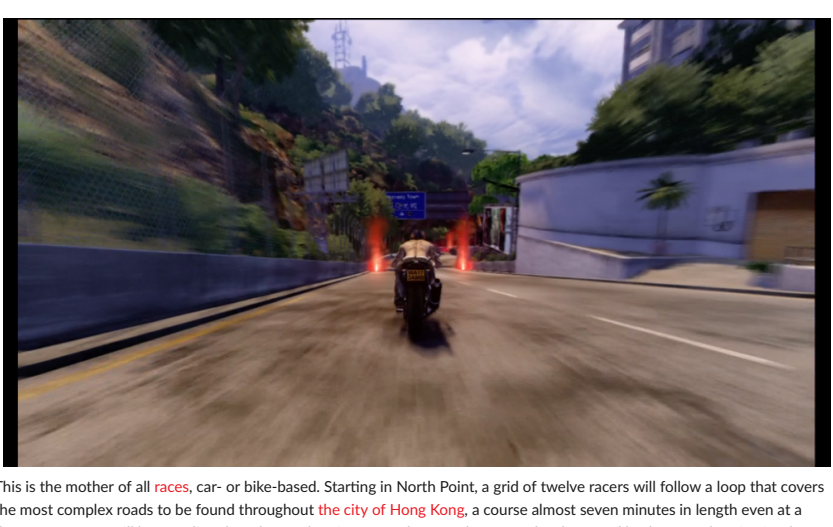




This is the mother of all races, car- or bike-based. Starting in North Point, a grid of twelve racers will follow a loop that covers the most complex roads to be found throughout the city of Hong Kong, a course almost seven minutes in length even at a decent pace. You will be traveling thought North Point, Central, Kennedy Town, Aberdeen, and back to North Point for the finish. Expect to see almost every cruel trick in the book thrown at you, from jumps though alleyways, trips through shopping center sidewalks, twisted mountain roads, and everything else.

Of particular note is the Kennedy Town halfway point: a massive jump from the street level onto the freeway. Failing this jump is a guaranteed loss. As soon as you enter Kennedy Town, be prepared for this jump and hit the ramp centered and at full throttle.

When the race finally winds back to North Point, the course plays one last prank on you with a series of alleys reminiscent of the Alley Press bike race. If you're lucky, you've built up enough of a lead that you can afford a mistake or two here, but this final section is designed seemingly to eject you from your ride a scant minute or so from victory.

Police Protection Pack

Unlocks: Police Protection Pack Mission

Police Protection

Location: North Point

Reward: HK $15000

This harrowing ride on the freeway has you defending a police vehicle from a nonstop flood of 18k gunners coming at you in cars and on motorbikes. You simply need to survive for a little over three minutes, and considering you start with an assault rifle, you're well equipped to knock out most of the enemies well before they get into range.

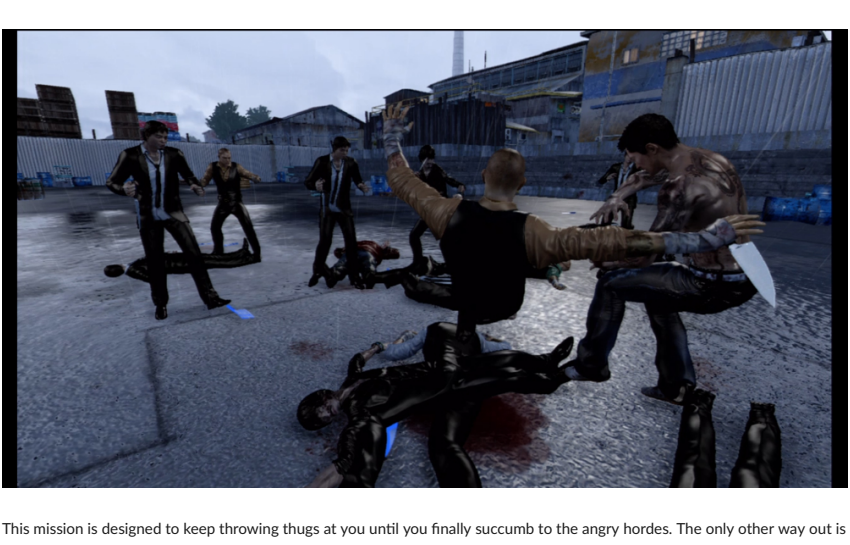
Triad Enforcer Pack

Unlocks: Death by a Thousand Cuts Mission, Triad Highway Mission, Triad Enforcer Outfit, Triad Car

Death by a Thousand Cuts

Location: North Point

Reward: HK $10000



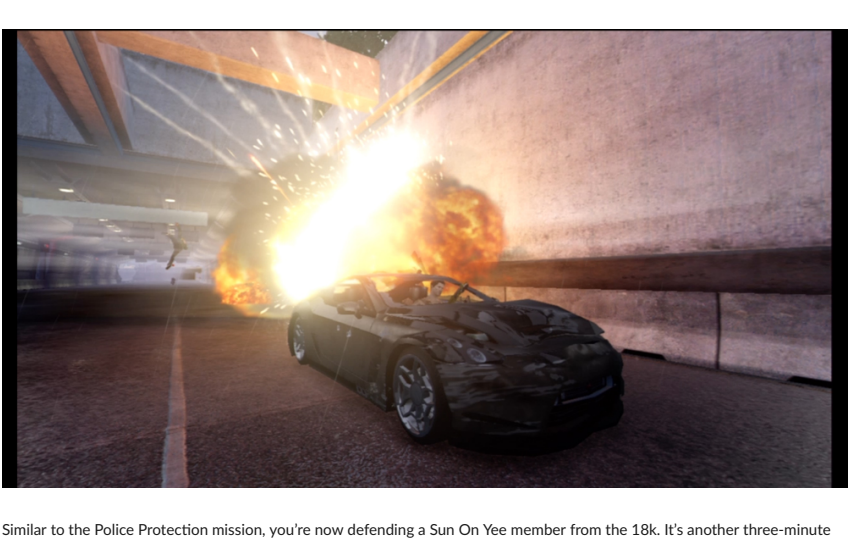
This mission is designed to keep throwing thugs at you until you finally succumb to the angry hordes. The only other way out is to run away from the battlefield. There are no convenient environmental hazards to exploit, so you'll have to make do with the golden cleaver you start with and any other weapons you can strip from the hands of the enemy. Every ten kills rewards you with twenty-five health points, and of course you can regenerate if your Face Meter is in its active state.

Early groups of enemies consist of standard thugs mixed in with Brawlers and Grapplers. Soon, they start jumping into the fight with melee weapons of their own, which limits your Grappling options. Fortunately, you can use any dropped weapon left on the field, so take advantage of this and cut your way in and out of bad situations. This mission is a great boost to your Triad point score.

Triad Highway

Location: North Point

Reward: HK $10000



Similar to the Police Protection mission, you're now defending a Sun On Yee member from the 18k. It's another three-minute burst of action, but this time you're armed with a much less accurate SMG, which means the 18k are more likely to get close and cause some serious damage if you can't handle the reduced clip size and accuracy of the weapon.

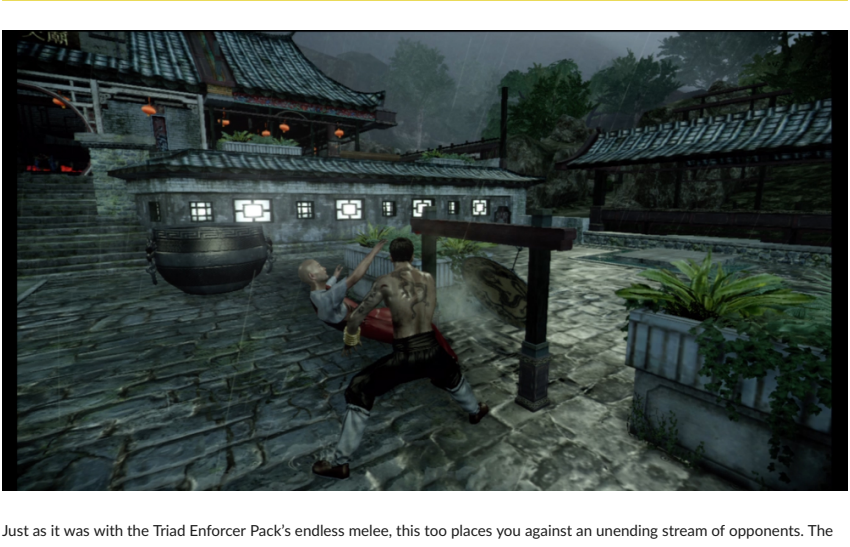
Martial Arts Pack

Unlocks: Shaolin Showdown Mission, Shaolin Warrior Outfit, Wing Chun Decoration in your Apartment

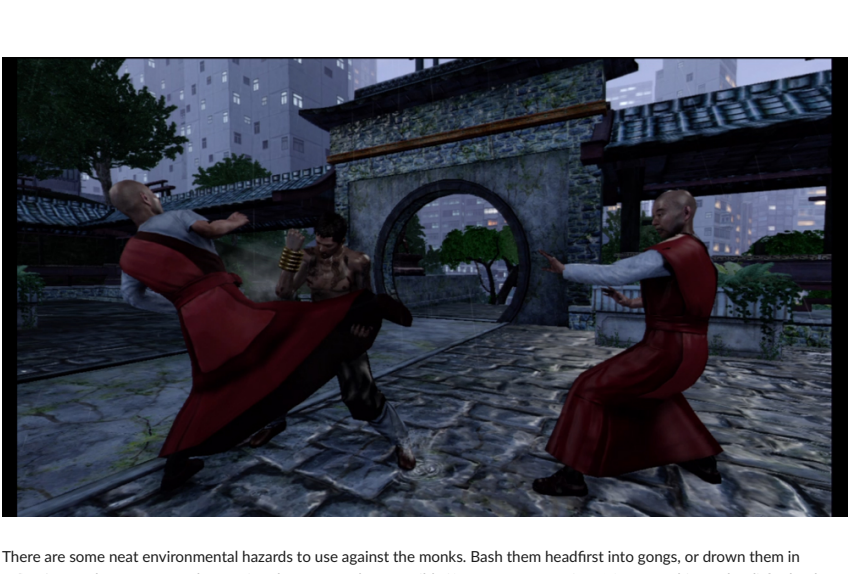
Shaolin Showdown

Location: North Point

Reward: None



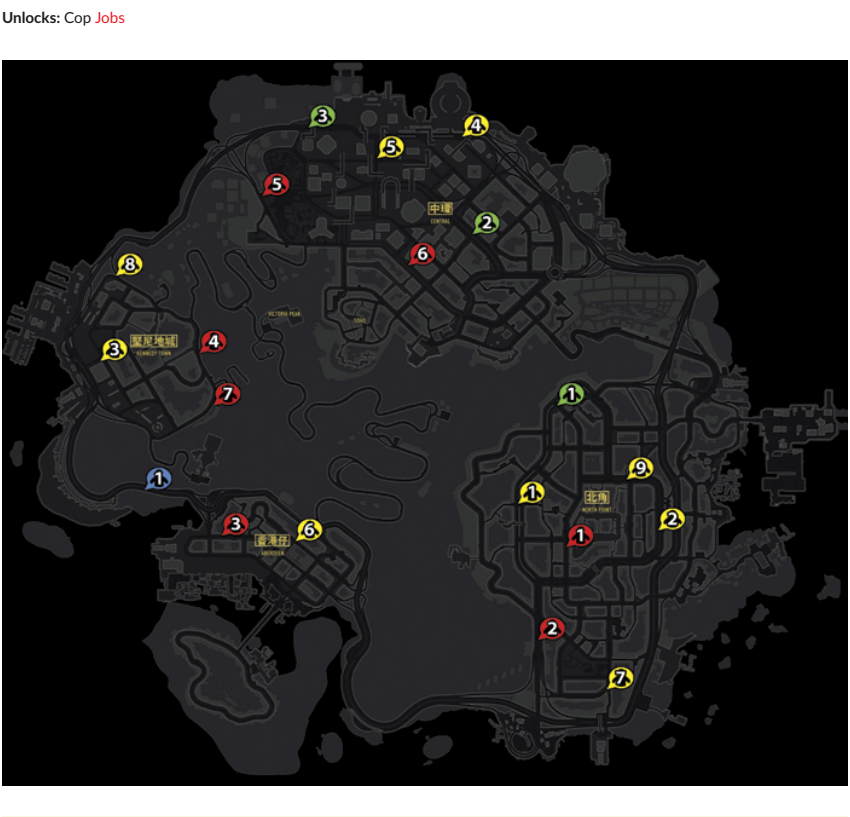
Just as it was with the Triad Enforcer Pack's endless melee, this too places you against an unending stream of opponents. The difference here is that these are temple monks, whom you may remember from the brief encounter in the "Bride to Be" Main Story mission. Survival is much harder against foes that can readily dodge and counter mostly anything you can use. Concentrate on short combos, and take advantage of any melee weapons that start to appear during later groups of enemies.



There are some neat environmental hazards to use against the monks. Bash them headfirst into gongs, or drown them in reflecting pools. You want to keep using these as much as possible if you want to survive. Of course, this can be difficult when all of the monks start wielding cleavers.

Cop Pack

Unlocks: Cop Jobs



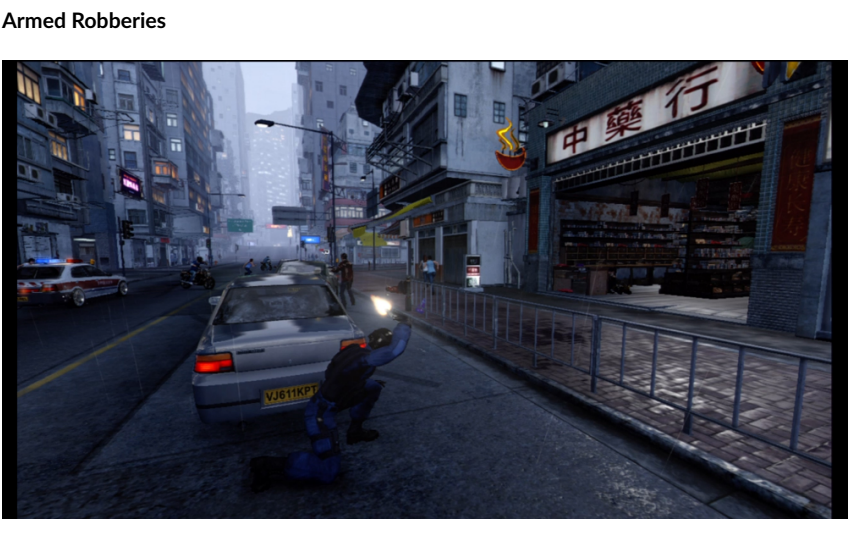
Click here for interactive maps

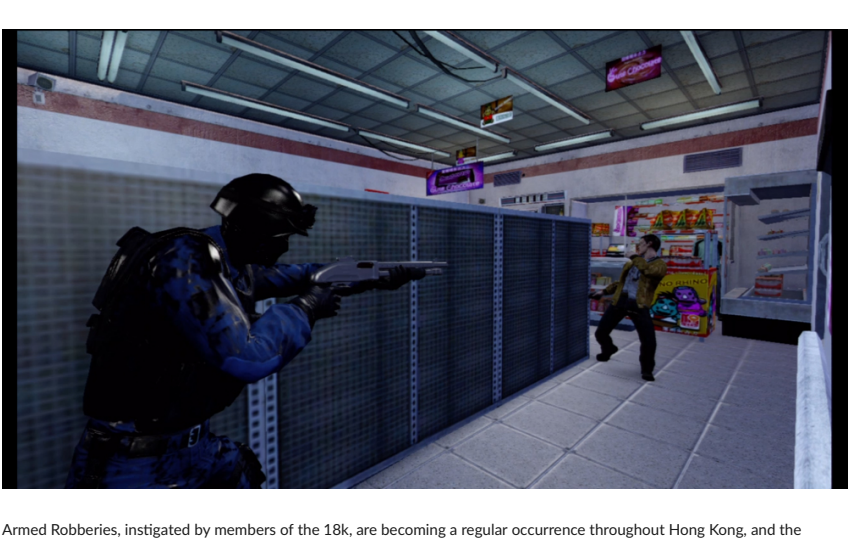
This pack offers twenty additional side jobs that involve Wei Shen working for the HKPD as a member of a special offense-oriented anti-crime unit. Unlike other missions that have you call up your employer for new assignments, Cop Jobs have you driving around in a souped up armored van, looking for crimes in progress, and responding to them accordingly. Looking by yourself for the general locations of where the crimes all start would be difficult, but we've got that covered for you on the map.

To initiate the Cop Jobs, you'll have to go to the HKPD station in North Point. There, you'll be equipped in full SWAT gear and given your van to proceed with your patrol. Any time you want to stop patrolling, simply exit the van and run a short distance away.

There are three types of standard Cop Jobs, and then a stand-alone gun battle against a smuggling ring, which will be covered on its own. Once one of the jobs is called in, it becomes your active mission and you can't accept any others without completing or failing the assignment.

Armed Robberies





Armed Robberies, instigated by members of the 18k, are becoming a regular occurrence throughout Hong Kong, and the HKPD's street presence is barely enough to contain them. You'll get nine different calls for assistance throughout the city—robberies where the cops are outmanned, outgunned, and a supercop is needed to bail them out. At each Armed Robbery, you will gun down the majority of the Triad members until one tries to flee the scene unarmed. Your job then is to catch this criminal in one piece so he can be interrogated, done by running him down and grabbing him. Don't shoot these runners!

All Armed Robberies play out in this fashion, and while the store locations may change, and the goons may carry different guns, you will always gun down Triad members until one tries to flee.

Armed Robbery 1

Location: North Point

Reward: HK $20000

Armed Robbery 2

Location: North Point

Reward: HK $20000

Armed Robbery 3

Location:

Reward: HK $20000

Armed Robbery 4

Location: Central

Reward: HK $20000

Armed Robbery 5

Location: Central

Reward: HK $20000

Armed Robbery 6

Location: Aberdeen

Reward: HK $20000

Armed Robbery 7

Location: Aberdeen

Reward: HK $20000

Armed Robbery 8

Location:

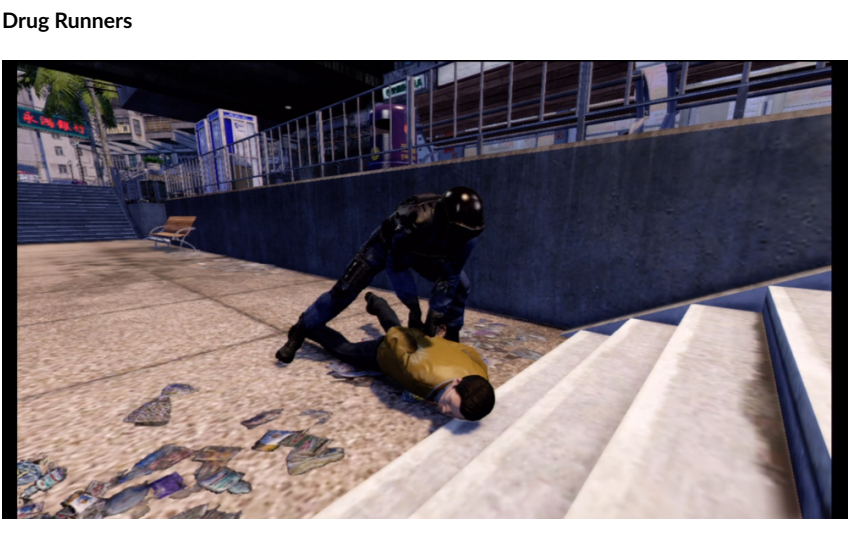
Reward: HK $20000

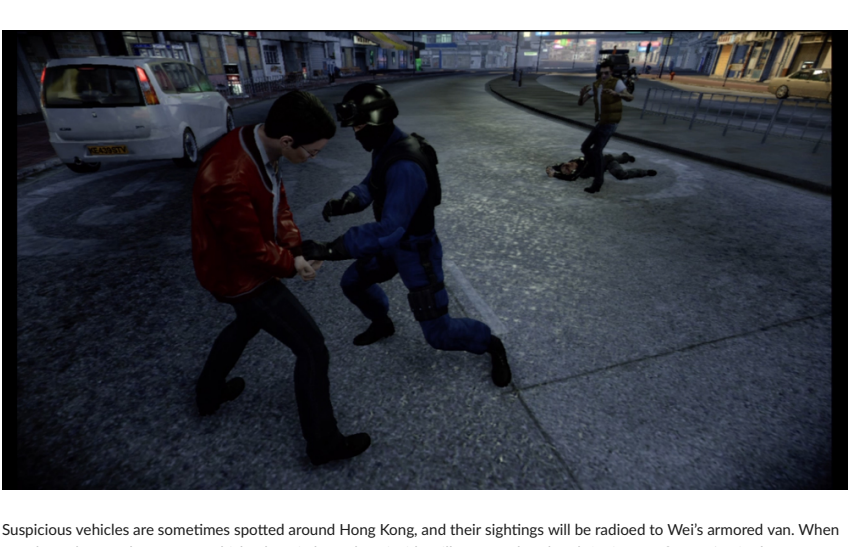
Armed Robbery 9

Location: North Point

Reward: HK $20000

Drug Runners





Suspicious vehicles are sometimes spotted around Hong Kong, and their sightings will be radioed to Wei's armored van. When you draw close to the suspect vehicle, the Triad members inside will try to make a break for it. Your first action in these instances is to ram and disable their car. Next, you need to beat down or arrest one of the people who exit the vehicle. This will cause his buddy to try and make a run for it. Chase him down and grab him to arrest him as well.

Drug Runners 1

Location: North Point

Reward: HK $20000

Drug Runners 2

Location: North Point

Reward: HK $20000

Drug Runners 3

Location: Aberdeen

Reward: HK 20000

Drug Runners 4

Location: Kennedy Town

Reward: HK $20000

Drug Runners 5

Location: Central

Reward: HK $20000

Drug Runners 6

Location: Central

Reward: HK $20000

Drug Runners 7

Location:

Reward: HK $20000

Hostage Situations

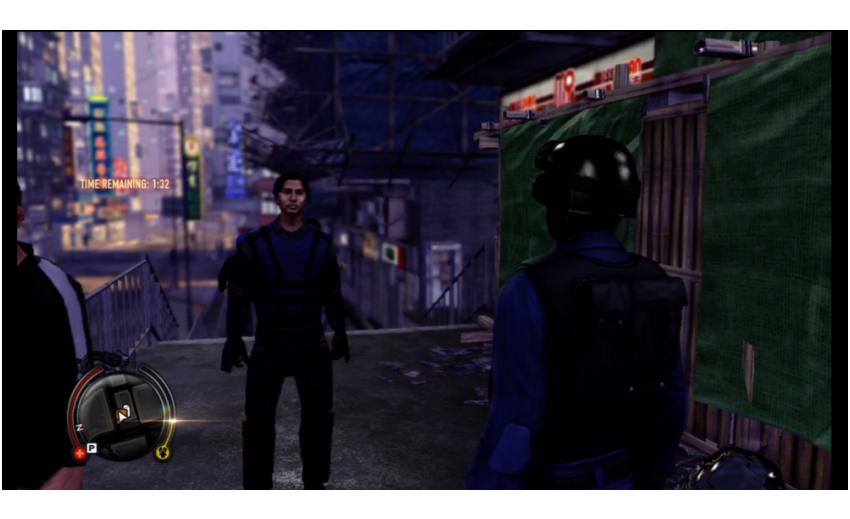
Three intense Hostage Situations threaten to slip out of the HKPD's control. Negotiations are failing, and the decision to neutralize the hostage taker has been made. Once the Hostage Situation is called in by HQ, you need to drive to the crime scene, making sure you avoid getting too close to the actual standoff to keep the hostage from getting killed, and talk with the SWAT captain waiting for you there. He then gives you an assault rifle and tells you to get to the marked position to take the shot.

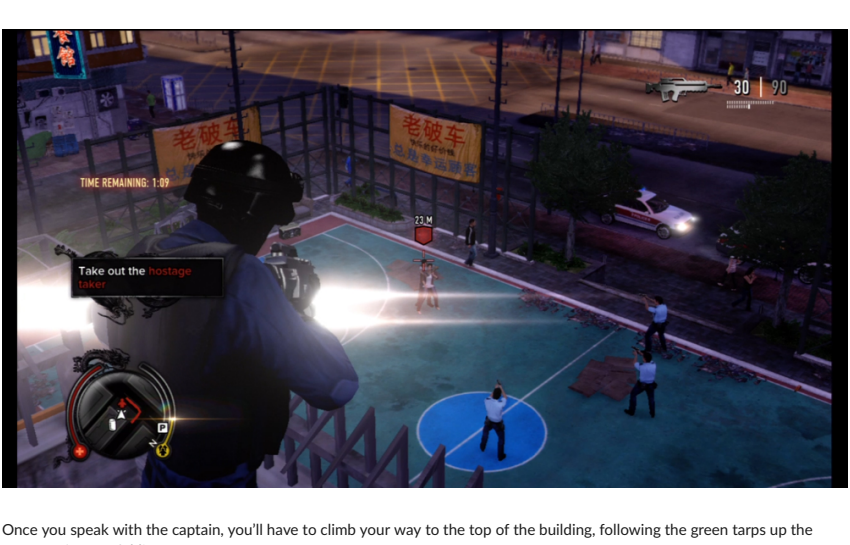
The trick here is that the hostage is being physically held by the target, and the position you're assigned to shoot from usually puts their heads very close to each other in terms of your firing angle. Further complicating things is that there is a time limit that often starts before you even arrive at the scene, meaning that you may not actually have much time to line up and take the shot once you actually get to the stand off.

Hostage Situation 1

Location: North Point

Reward: HK $20000



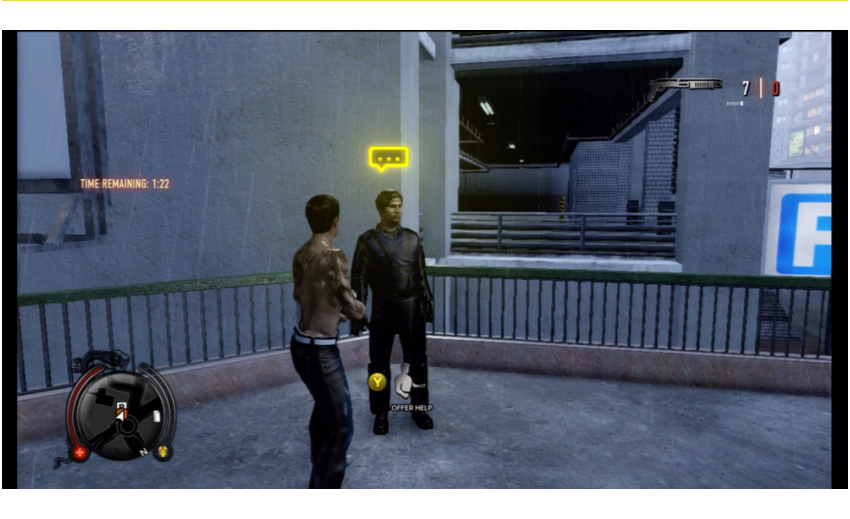


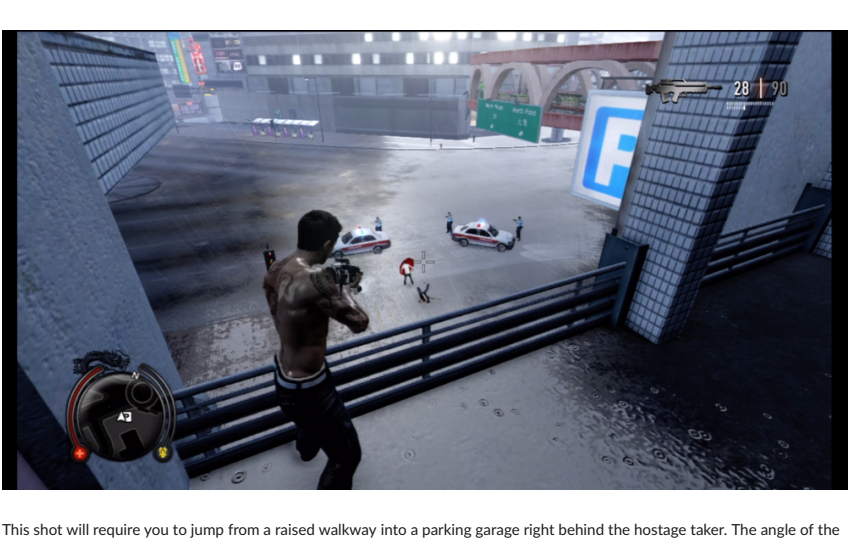
Once you speak with the captain, you'll have to climb your way to the top of the building, following the green tarps up the construction scaffolding.

Hostage Situation 2

Location: Central

Reward: HK $20000



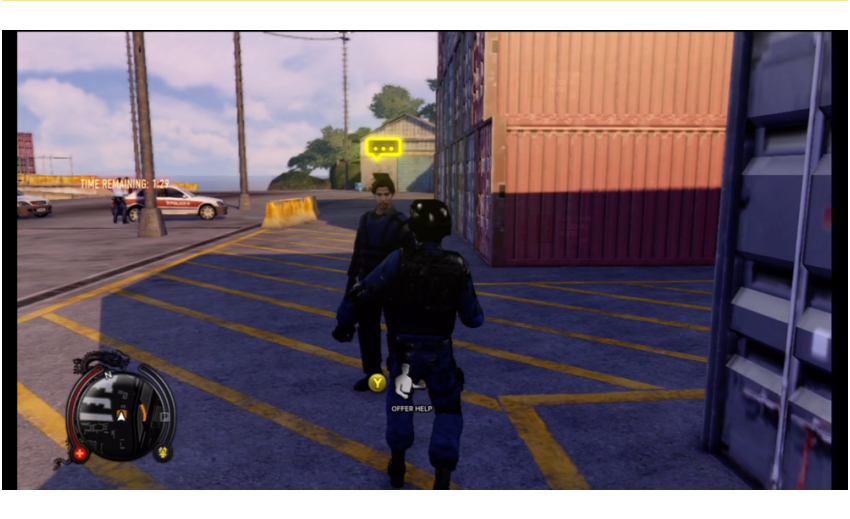


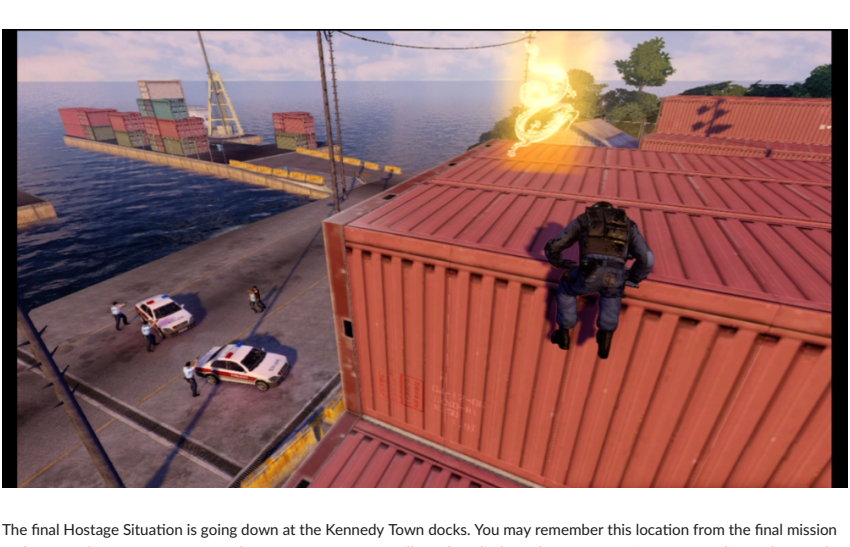
This shot will require you to jump from a raised walkway into a parking garage right behind the hostage taker. The angle of the shot is fairly steep. Make sure you don't shoot through the target and hit the hostage!

Hostage Situation 3

Location: Kennedy Town

Reward: HK $20000





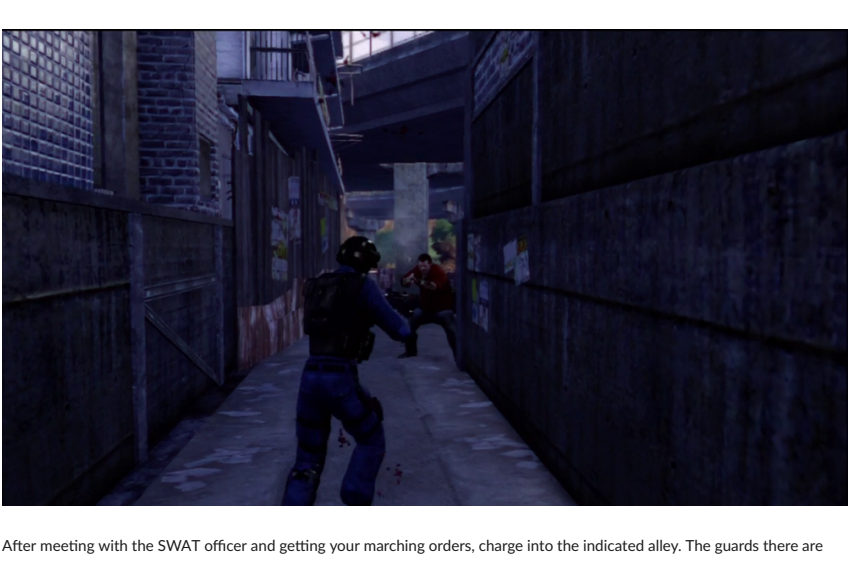
The final Hostage Situation is going down at the Kennedy Town docks. You may remember this location from the final mission in the second act. Once you get to the SWAT captain, you will need to climb up the cargo containers next to him to line up the shot.

Wharf Smuggler

A firefight between the HKPD and members of 18k has spiralled out of control, even involving civilians. Casualties have been evacuated, according to the SWAT captain on scene. Now all that there is left to do is to eliminate the hostiles. There are no arrests to be made here. This event in the Cop Jobs series stands alone, and it makes the shootouts during the Armed Robberies look fairly tame.

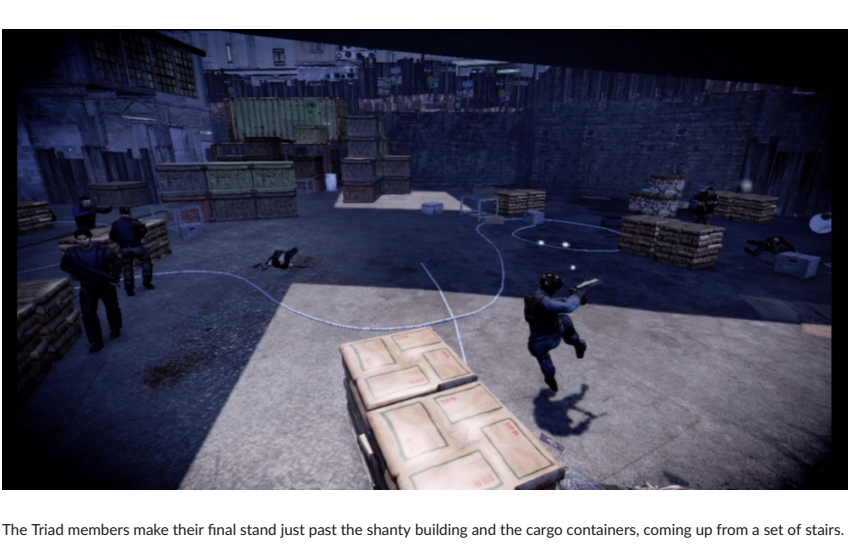
Location: Aberdeen

Reward: HK $20000



After meeting with the SWAT officer and getting your marching orders, charge into the indicated alley. The guards there are not prepared for your initial assault, and it's possible to gun them down before proceeding down the stairs to the hideout. Watch for a shotgunner as you follow the stairs.

At the bottom of the staircase, the Triad members mount an ambush, trying to pin you down in the alleyway. Take cover immediately and snipe the guard on the shanty rooftop before continuing to pursue the fleeing gangsters. A couple may try to hold their ground, so make sure the way is clear before advancing to the final section.



The Triad members make their final stand just past the shanty building and the cargo containers, coming up from a set of stairs. Don't let them get situated behind the many pieces of cover. Action Vault over an obstacle and try to catch them in one bullet-time-fueled charge. If you fail to wipe them out in one go, don't carelessly charge ahead. Wait for your opening to try again.

With all the gangsters dead, the HKPD SWAT call it a job well done, and the mission is complete.

Map

Map

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